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PlayStation®

OFFICIAL AUSTRALIAN MAGAZINE



PlayStation®2

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PlayStation®: Games, Film, Music, Life...

IT'S HIP TO BE SQUARE

Squaresoft delivers the greatest Final Fantasy game ever!

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- Godai (Playable)
- ICO (Video)
- Stuntman (Video)
- And many more...

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REVIEWED INSIDE... Final Fantasy X ■ ICO ■ Herdy Gerdy
 ■ Space Channel 5 ■ Drakan 2: The Ancients' Gates ■ Kessen 2
 ■ Shadowman 2 ■ Atlantis 3: The New World ■ The Shadow
 Of Zorro ■ Dynasty Warriors 3 ■ Disney's Peter Pan and more...



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**FORCES OF NATURE
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LIVE LIFE
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MAXIMO.



You're feeling pretty fly, hero. You've just killed hordes of the evil undead, kicked the butt of your girlfriend-stealing former best friend, rescued some Sorceress-hotties and saved the kingdom. You've sprung in to the public eye as the star of the next epic adventure from Capcom.



Maximo places you in the heart-print boxer shorts of the noble knight Maximo – hero, warrior, and all-around great guy. Go medieval for hours on 20 huge levels. Can a knight save the day? When you're living life to the Maximo, anything's possible.



MAXIMO

Ghosts To Glory

PlayStation®2



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Low Level
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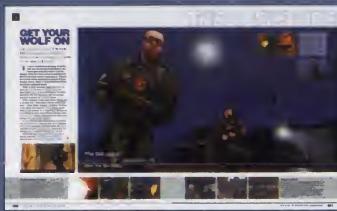


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OFFICIAL PLAYSTATION® MAGAZINE: GAMES, FILM, MUSIC, LIFE...



Achtung baby! Return To Castle Wolfenstein.



The most anticipated PS2 RPG arrives! Hurrah!



Virtua Fighter 4 turns up the heat on PS2.



PSM's Ed rips the lid off gaming mythology.



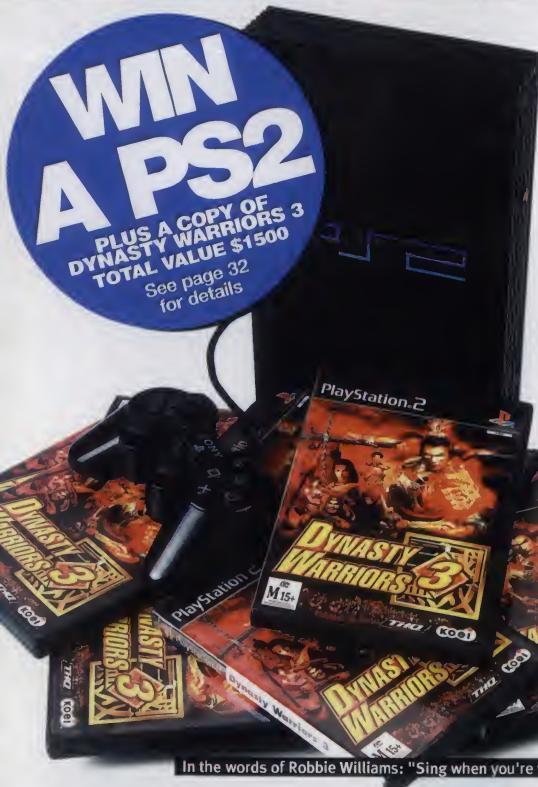
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**WIN
A PS2**

PLUS A COPY OF
DYNASTY WARRIORS 3
TOTAL VALUE \$1500 3

See page 32
for details



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Strewth! It's Michael Caton! 082



Newsflash: not all girls dig playing PS2 24-7!



The latest previews of tomorrow's hot games.



Don't miss our playguide to *Agent Under Fire*!

FREE EXCLUSIVE PLAYSTATION®2 DEMOS

PlayStation 2



Maximo™
PLAYABLE
You'll have fun to the max with this platformer from the creator of *Ghosts 'W' Ghouls*.



Dynasty Warriors 3™
PLAYABLE

Combat warfare akin to a beat 'em up, but on a much grander scale.



Drakan 2™
PLAYABLE

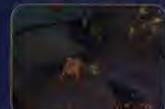
Team up with a massive dragon and conquer all evils in this action adventure.



Godai: Elemental Force™
PLAYABLE
A third-person scrolling beat 'em up boasting lots of weapons and countless enemies.



Half-Life™
PLAYABLE
A first person shooter that will suck you in and drag you under. A thinking man's shooter.



Herdy Gerdy™
PLAYABLE
Put your herding skills to the test in this platformer that also throws in a few puzzles.



ICO™
VIDEO
Logical thinking is paramount to getting through this action adventure — puzzles galore.



Ace Combat™
VIDEO
Take to the skies in a wealth of missions in some truly expensive craft in this flight sim.



Virtua Fighter 4™
VIDEO
Along with *Tekken*, *VF4* means PS2 is the must-have console when it comes to beat 'em ups.



Stuntman™
VIDEO
Get ready to hold onto your stomach and have fun with some crazy aerial moves.



See page 064 for
full details and
playing instructions





PlayStation® 2



A WARRIOR WORTH A THOUSAND!

DYNASTY WARRIORS 3



- BATTLEFIELD ACTION with over 20 intense Stages and 40 playable Warriors!
- Brand new 2-PLAYER Versus and Cooperative Modes!
- Even more bone-crushing moves, and improved MUSOU Attacks!
- Control your bodyguards with squad-level commands!
- First in the series ---- massive ELEPHANT TROOPS!



*Authentic horse racing action makes you the jockey!
Work your way to the top and into the Winner's Circle!!*

G1 JOCKEY





Editorial March

All good things must come to an end. The magazine you're holding is the final issue that will be published by Australian Consolidated Press. After three years and nearly 50 issues of *Official PlayStation Magazine* it's time for us to close up shop.

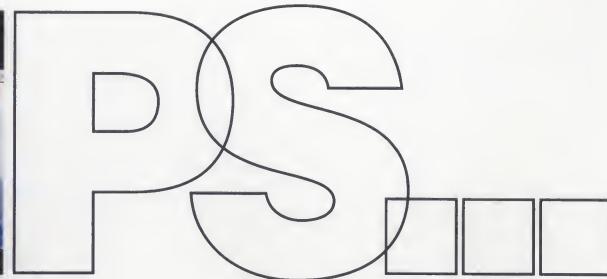
We would like to extend a big thanks to every one of our readers. We have had an amazing time working on this magazine and your support has helped us every step of the way. We hope our magazines have helped you navigate smoothly through the world of PlayStation, taught you how to get the best gaming possible out of your white, grey or black box, and maybe even given you a few chuckles along the way.

This may be our last issue but all is not lost. *Official PlayStation Magazine* will live on. The magazine will now be published by Derwent Howard and you can expect to see its first issue on sale soon.

So long, and thanks for all the games.



Narayan Pattison
Editor



Got something on your mind? Whether you have a query or you just want to say g'day, write to us!

Send your thoughts to:

PS..., *Official PlayStation Magazine*, GPO Box 4089, Sydney NSW 1028.
Or e-mail playstation@acp.com.au

Not For The Kids

The ratings system of games and other forms of entertainment such as movies and television is quite strange. If we look at today's society, compared to rating systems, it shows that the gap between acceptable content is widening.

If we observe what is happening in society today, we can see that what is deemed as 'acceptable' is becoming increasingly lenient. A prime example of this is the use of course language by children. A decade ago the likes of slightly offensive words by today's standards such as 'crap' was seen as being completely unacceptable, where as now they are used a lot more freely and are less offensive to the general public.

When we compare this trend to the ratings industry, we see that it is reversed. The ratings system for entertainment is getting increasingly stricter. This situation has played a part in the banning of *GTA3*.

I bought this game the day it came out. It is, in my opinion, a revolutionary game and well worth the perfect 10 that you guys gave it. However, bad luck prevailed and I received a faulty copy, and much to my disgust, when I took the game to get it replaced they were not allowed to sell any more copies. I was left without a copy and was very annoyed.

My problem is that games like *GTA3*, which are only meant for mature audiences, are being approached as a game for all ages. Although the game was meant for mature audiences only, the rating board claimed the content of the game was unsuitable for young audiences, who weren't supposed to be playing the game in the first place. So, in short, *GTA3* was banned because people who are not supposed to be playing the game need to be protected from the content. Is there really a point to restrictions? Because it certainly isn't working.

Mack, via e-mail >>

ON THE SIDE

I was wondering where I can find a copy of *Pro Evolution Soccer*, which scored 10/10 in your magazine? Even by ISS standards this game looks amazing. I looked for this game a month ago in most of the Electronics Boutique stores in Sydney, but I couldn't find it. One store owner even told me Konami has stopped production of this game because of low demand. Do you know where I can get it? I am a huge soccer fan and I can't live without this game! Ric, NSW

The *Pro Evolution* series continues to be of much higher quality than the *FIFA* games, but each year they get spurned by all but the most dedicated fans! The distributor, Sega-OptiSoft, assures us another shipment is en route. If you don't have any luck at the shops, try finding a copy online at ebay.com.au



CONGRATULATIONS! YOU'RE A WINNER!

Guillermo Freestyle Bike: F. Doherty (NZ), Wilson Molloy (SA), G. Torrens (NSW). India 8 CD: Brendan Foley (WA), Ryan McKern (NSW), Montana Stephens (Vic), G. Wesley (NSW), Henry Davidson (WA), Angus Hunter (SA), Duncan Anderson (Qld), Brian Lee (NSW), T. Yeung (NSW), Alanis Fireston (SA). Lotus Challenger: L. Stanton (NSW), Diana McCoskin (NZ), P. Williams (NSW), Juan Montana (WA), Delphine Leconte (Vic). Almost Famous/PS2 Remote Control Packs: David Smeeton (NZ), Simon Lewis (NSW), Catherine Smith (NSW), Tim Gordon (SA), Samuel Mathers (Vic). Soul Reaver: Walter Erskine (NZ). Runners-up: Roger Tomson (Qld), Iris Oliver (NSW), Paul Adam (WA), Scott Dean (NZ). Atari Splashdown: Frank Gattan (WA), Harry Jacobs (NSW), Karen Locks (Qld), Colin Verdie (NSW), Ben Nash (SA). Devil May Cry: Michael Smitton (NSW), Erik Rogers (NZ), Tammy Yung (NT), Omar Pantic (NSW), Enrico Patton (NZ), Noah Radin (Vic), Tony Graf (NSW), F. Carract (SA), H. Kennedy (NSW), G. Stergal (NZ). STM Bag: Bill Maher (Vic). Jak and Daxter: D. Willis (NSW), Ryan Hankston (Vic), Jackson Tole (NZ). Final Fantasy DVD + PS2 Pack: Tony Russo (SA). SSX Tricky: Laura Palmer (SA). Runners-up: Harry Anderson (NZ), Charlie Head (NSW), M. Gill (NSW), L. Walsh (Vic), J. Kensis (SA), Bruce Connors (SA), Graeme Jacaranda (Qld), A. Matheson (Qld), Fred Dunn (WA), A. Murphy (NT).

LINKS >>

Reviews: *Final Fantasy X* touches down in style on our shores! **014**

Star Wars Fever: PSM visits the US to check out the LucasArts lifestyle. **048**

Joypad: Our Agent Under Fire guide, DVDs, music, cheats and more! **063**



ON THE SIDE

I am so sick and tired of all of these wrestling fans writing in and whining about wrestling games getting scores of 8/10. Does it really make a difference to the games? I too am a fan of the sport, but that doesn't mean that every time I get my PlayStation Bible I cry when I see a less than perfect score. I own *SmackDown* on PS2 and love it. The score doesn't change that. Scores are only a guideline, people, so think before you write and save my reading time.

Stephen Pirie, via e-mail

We couldn't agree more. Our reviews are only meant as a recommendation to help readers select the best games. Die-hard fans of the genre are always going to love the games more than the average player.



» There's no doubt retailers and parents could be doing more to prevent *GTA3* slipping into inappropriate hands. *PSM* has received plenty of letters of outrage about *GTA3*'s banning and we felt obliged to print a couple, but we would like to extend our apologies to anyone thoroughly bored with this topic!

No MGS2 For Me

Love the magazine. Even though I'm getting to be a bit of a veteran PlayStation fan at 29, I still spend entirely too much of my pay packet forking out for new games each month.

That's also one of the main reasons for this letter. I've gotten to trust your ratings for games over the years, so much so, that I reckon spending \$14.95 a month has saved me a few hundred bucks because I haven't had to shell out for dodgy games I was keen to buy.

Now for the 'constructive criticism' section of the letter. Why do you torment me by printing a release date for next month's mag in the back of each issue? I live in Tassie, and without exception, I always have to wait an extra month to get my hands on the next part of the guide to successful destruction in *GTA3*, or to see whether or not I should fork out for *Sunny Garcia*. If New Zealand gets their own release

date published, shouldn't we get one, too?

Finally, the demo disc. Have you ever thought about releasing the mag without one for a cheaper price? I know a lot of people buy the mag for them, but I'm starting to get over the fact that most of the playable demos are of games that were released two or three months earlier. I thought all my Christmases had come at once when you had a playable demo of *MGS2* on the February disc — until I loaded it up and it didn't work! I know I only have to wait another couple of months for the final version to be released, but now that I've had that carrot dangled in front of me, I think I'm going to starve. I know it isn't my PS2 either, because I've taken the disc around to mates' places to try it out and no go. Keep up the good work.

Daryl Boggs, via e-mail

Our magazine arrives a month late in Tasmania? Ouch! We suspect it may be your newsagent, as other Tassie readers get theirs on time!

As for the *MGS2* demo, we've found a few readers having issues — the demo works fine, but instead of using ▶ at the menu screen use the © button and all will be well. *PSM*'s apologies for anyone inconvenienced by this oversight.



LETTER OF THE MONTH

Sad News

I was saddened to hear that this great magazine will cease publication next month. I hadn't heard anything stating this was the case in any of your recent issues and thought the magazine would only grow from strength to strength now that PSone content had also been merged into the magazine.

Who else will provide us with the great reviews, previews, witty humour, and Australian related material — not to mention all the freebies you have on offer? My newsagency only seems to stock UK related magazines, which are either way too expensive or the material is outdated and irrelevant. Please don't go! *PlayStation Magazine* readers unite! I'm sure you have a sufficient base of loyal readers who also feel the same way, providing your publisher is flushed with sufficient profits to warrant keeping this magazine alive? Disappointed.

Gary, via e-mail

Many thanks for the kind words. Yes, there are a lot of loyal readers out there and we'd like to thank them for their years of support, but you'd be surprised at just how expensive it is to make PlayStation magazines.



Each Letter Of The Month winner receives two DVD movies, courtesy of Columbia TriStar.

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C D / D V D • M U S I C • P C G A M I N G • M P 3



GET YOUR WOLF ON

Can Activision bring the fantastic blend of single and multiplayer action of the PC's *Return To Castle Wolfenstein* to the PS2?

It seems everywhere you go people are girding their arms and shouldering their Mausers and Tommy guns and getting ready to storm the beaches. World War II fever has been sweeping the PC first person shooter scene for some time now. The good news is that with the announcement of *Medal Of Honor Frontline* and now *Return To Castle Wolfenstein* (*RTCW*), the PS2 ain't getting left behind.

Return To Castle Wolfenstein spins a good yarn, but when you cut to the chase is a WWII era blast. The single player mode is all about infiltrating the Third Reich, discovering their dirty little secrets, then kicking seven shades of sauerkraut out of the Nazi menace.

RTCW multiplayer is highly team oriented. Players elect to be either Axis or Allied players and then further pick a class — Medic, Soldier, Engineer or Lieutenant. This class in turn affects what weapons you carry and any special skills you may possess. It's an elegant way of adding a bit more thought to a team-based FPS than just jump, shoot and crouch, and creates a real bond between team-mates striving towards a common objective.

A medic is able to revive fallen comrades; an engineer can blow up structures and repair them as well as defuse bombs; while Lieutenants coordinate attacks, can call in air strikes and even carry spare ammo. There's even your ordinary grunt type soldier whose job it is to kill stuff.

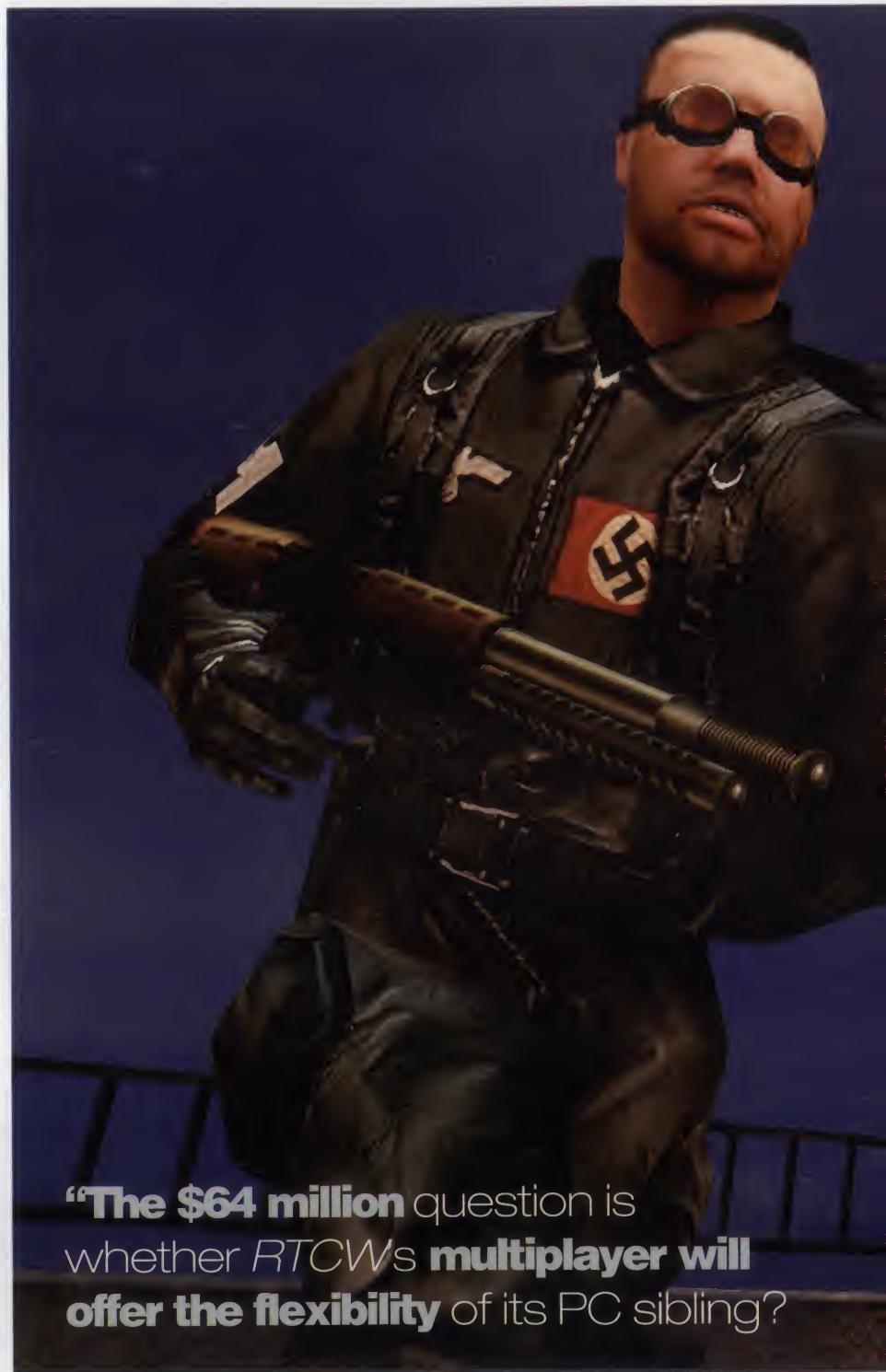
An effective team working together to overwhelm a similarly organised outfit is a sight to behold and a telling glimpse of the future of team-based combat.



"Welcome to One Nation's Easter party. Please leave your human decency at the door."

Can The PS2 Handle The Heat?

Single player is fun for a while, but the PC version's big strength was its hell-for-leather team combat with mates. How will the PS2 handle a title that really hits its straps with team games of around eight-a-side? That's a lot of people clustered around a TV, after all! The \$64 million question is whether *RTCW*'s multiplayer will offer the flexibility of its PC sibling? Will it allow PS2 gamers to play online against PC gamers? Will the wealth of multiplayer modes the PC version sported make it across? Will the vastly superior mouse and keyboard control option be made available to the masses begging for a decent control method?



"The \$64 million question is whether *RTCW*'s multiplayer will offer the flexibility of its PC sibling?"



THE BIG PICTURE



The single player storyline won't be winning any awards. You play US BJ Blazkowitz, sent to infiltrate the spooky Castle Wolfenstein where all manner of freaky-arse fiendish experiments are being conducted. Your nemesis *du jour* is one Heinrich Himmller, arch-Nazi and Not A Very Nice Guy.



Thinkin' Third Reich

Don't let Australia's recent brush with censorship in the *GTA3* fiasco make you think we are the only country that deals with censorship. On a more serious note, the German version of *Return To Castle Wolfenstein* required major overhaul before being allowed onto German shelves.

References to Nazis, Himmller and co were strictly *verbotten*, replaced with a historically irrelevant (and more boring) story of fighting 'the cult of the dark wolf'. In what may seem an ironic twist to some, German authorities tend to react strongly against 'Nazi propaganda' in popular media such as videogames.



reviews

Xbox in a couple of weeks, GameCube in a couple of months. Let's see what the PS2 has thrown up against the newcomers.



Ico



Space Channel 5



Herdy Gerdy



Final Fantasy X	014
Ico	018
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Herdy Gerdy	022
Drakan 2: The Ancients' Gates	024
Shadowman: 2econd Coming	026
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Peter Pan	030
Peter Pan (PSone)	030



Dynasty Warriors 3

Understanding the PSM review format

At PSM we understand perfectly well how important it is for our readers to buy only the right games for their tastes. A great game can offer months of entertainment – which is much better value than blowing \$100 on a Friday-night pub session. On the other hand, purchasing a lame game means buying a very expensive frisbee and enduring much frustration before you hurl the disc out the nearest window.

Reading through PSM's reviews before you part with your cash

will save you from suffering the latter fate. Our reviewers have been playing games since they were old enough to hold a control pad. They can sniff the stench of a dodgy game before they've opened the box and the entire team will always be found huddling around the TV whenever a great game comes in.

Every review is packed full of the honest opinions of expert gamers and is accompanied by easy to understand graphs and icons to give you the important info at a glance.



This graph provides all the information you need about the game's difficulty over a four-week period. Inexperienced players should be wary of games with too high a difficulty level.



No matter how much fun a game is, you don't want something that loses its appeal after one day. Use this graph to determine how well a game will hold your interest over a month.



More games than we'd care to count pass through our office during the course of an issue, but only one earns the honour of this award. If you see this stamp, you can be sure it's a must-have game.



The PSM review treatment is a gruelling process for any game to endure. Most titles don't make the grade but the cream of the crop are rewarded with our recommendation.



PSM RATINGS

10	Full marks are only awarded for games that are near-perfect. A must-buy.
9	Highly recommended: this is a superb game which will provide weeks of gaming bliss.
8	A great game with plenty of thoroughly enjoyable features, well worth considering.
7	A good game, but one that suffers from minor flaws and leaves us with doubts.
6	A distinctly average effort, not recommended unless you're desperate for the genre.
5	The wrong side of average. You'd be wise to avoid investing time in this game.
4	Starting to stray into very dodgy territory. Major gameplay flaws lurk inside.
3	Something has gone badly wrong here. You'll find more gameplay in a music CD.
2	Absolute rubbish. An inept, pointless game that shouldn't be allowed near your machine.
1	Mind-numbingly bad. Take the CD out of the case and use it as a drinks coaster.



Drakan 2: The Ancients' Gates



Shadowman: 2econd Coming



The Shadow Of Zorro

Game of the month

Final Fantasy X

“...the leap the series **has taken and its sheer scope overwhelms** any quibbles hardcore or casual **gamers may muster**”

014



The Panel

As the good ship PSM sails to foreign shores, here's what the crew will miss the most.



Narayan Pattison

Most missed job activity:

Free holidays

After all the European and American 'working trips' I've been on, paying for holidays will be a real bummer.



Richie Young

Most missed job activity:

Job? HUH?

You mean people get paid for this? I wish I had known about that. I thought this was just a long work experience stint.



Jason Hill

Most missed job activity:

Pro Evolution Soccer

Now I guess I'll have to play in my own time. I'll sure miss giving Rob and 'choker' Richie a spanking, though...



Fiona Tomarchio

Most missed job activity:

Sampling the 'environment'

Listening to Richie play the same CD three times a day and being called 'mum' by Narayan, who is older than me.



Justin Kranzl

Most missed job activity:

Paying out Narayan

Whether it's his compulsive biscuit eating or how ugly his dog is, firing up the big fella is always good for a laugh.



Mike Wilcox

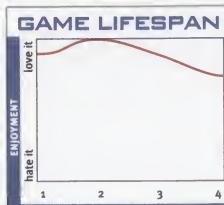
Most missed job activity:

And the winner is...

I'll miss watching the lunchtime fistcuffs over who is really in front on the *Pro Evolution Soccer* leader board.

**INSTANT EXPERT**

Background: *Final Fantasy X* bridges the technological gap between the PSone games and the movie, *Final Fantasy: The Spirits Within*. Makers: One of the pillars of the development community, the presence or absence of Square's games on a console can directly affect its lifespan. Also Know This: Square is polishing up *Final Fantasy XI* for eager gamers in Japan who will be the first to sample true online RPG play, *Final Fantasy* style.



FINAL FANTASY X

It's just as well Square doesn't seem to know what 'final' means, as the crew once more produces a pure gem of a title.

There's a secret anti-*Final Fantasy* faction out there. They'd like nothing better than to dismember every chocobo in existence. Floppy haired cynical heroes with a heart of gold make them grind their teeth to the gums. And you don't even want to know what they'd like to do with those oversized swords that seem to feature in every *FF* game. *Final Fantasy X* is going to make the anti-*FF* crew livid. Not just for the above elements, but for the simple fact that *FFX* will usher in a whole new audience to the *FF* world and send the series to new heights.

Final Fantasy X's storyline focuses on Tidus, whose existence as a star player of the phenomenally successful sport

Blitzball is thrown into turmoil when catastrophic events transpire in the middle of a game. From there things unfold very rapidly as Tidus and his friends attempt to make sense of what is happening.

Some fans won't like the pacing or the speed with which the party is assembled compared to past *FF* offerings (almost a full party is assembled very early in the game), but they're bound to be a minority. The story drags newcomers and casual players into the mix quickly, and events move along at a good pace to ensure there is always a compulsion to push ever onward.

If one were to nitpick, it could be said that the story's strength is largely derived from the game being very heavy on cut-scenes that push the narrative, and that

a large proportion of time is spent watching rather than participating. Due to the amount of such scenes, a lot of potential freedom has been sacrificed. There would be too many options to explore (and new cut-scenes to create) if players had the opportunity to dawdle and get sidetracked on a vast array of sub-quests and non-essential missions.

The linear nature of your journey is a trifling annoyance, however. After all, the primary argument behind a non-linear approach is extending the playing time, and longevity is one thing *FFX* has in spades. What is even more annoying is the length of time some of the compulsory sub-games expend. Racing chocobos and playing Blitzball are meant to be diversionary pursuits, but

PlayStation®2 FACTS

Genre: RPG
On sale: April
Players: One
Price: \$99.95
NZ price: \$119.95
Made by: Square
Made in: Japan
Distributor: Sony



01. The wait is over! 02-03. Next gen power means silly faces look *realistically* silly. 04-10. People expected big things of *FFX*'s visuals. Lush, realistic and highly detailed, they represent the biggest evolution within the series yet.



“...the pre-rendered cinemas are simply magic; both the art direction and visual quality are second to none”

the performance required from them will see you forced to painstakingly persevere much longer than expected.

Much has been made in the lead-up to *FFX*'s release about the game's visual excellence. Yes, it's impressive, but it won't have your jaw dropping as often as you might have thought. The character models and shots are of a consistently high standard,

however, the backgrounds vary in terms of wow-factor, with a high degree of variation in quality and how well they seem to 'interact' with the models.

Not surprisingly for a team that was also involved with the *Final Fantasy* movie, the pre-rendered cinemas are simply magic; both the art direction and visual quality are second to none. The pre-rendered scenes eclipse the in-game action

by such a margin that their quality gives you a glimpse of where the future is heading. The magnitude of the difference between the pre-rendered scenes and the in-game animation will leave many players speculating about when they will see consoles rendering such scenes in real-time.

As the masses that have been eagerly awaiting the local release of this opus will know, the reason behind the delay between Japanese and US/PAL territories is the language translation. In an era of ever dwindling 'downtime' between overseas and local releases, *FFX* was an exception to the rule for a very good reason — its groundbreaking spoken dialogue had to be re-recorded in English from the native Japanese. This was accomplished in reasonably rapid order (faster than Square initially expected), however, it's a little harder explaining the few months between the US and PAL releases.

Was the wait worth it? The answer is a qualified 'yes'. As one would expect, the fact that all-important dialogue is spoken adds immeasurably to the story,

LINKS ➤

Drakan offers a more action oriented blend of medieval fare. **024**

Part RPG, part FPS, the famed *Deus Ex* is coming to PS2 soon. **056**



11-13. The action is a refined version of its predecessors...

14-15. ...and the pre-rendered scenes also take the narrative to new heights.

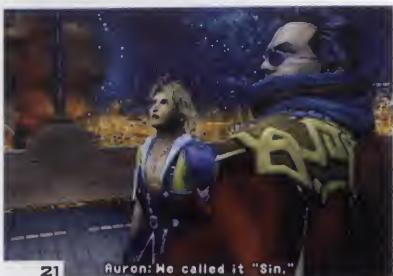
16-18. The game's length compensates for the linear storyline.
19-20. A pair of *FFX* soap opera moments.

BALLROOM BLITZ

This is a sub-game to remember! Like it or loathe it, Blitzball is a big part of the *Final Fantasy X* experience. By no means your bog standard ball sport, Blitzball is part speedball, part rollerball, and when playing it, part mathematics exercise.

Oh, and by the way, did we mention the sport takes place underwater? No breathing apparatus seems to be provided, so our guess is that Blitzball players not only need lightning reflexes, a sturdy constitution and nerves of steel, but also a healthy lung capacity!





21. Auron: He called it "sin."



24



22



25



23



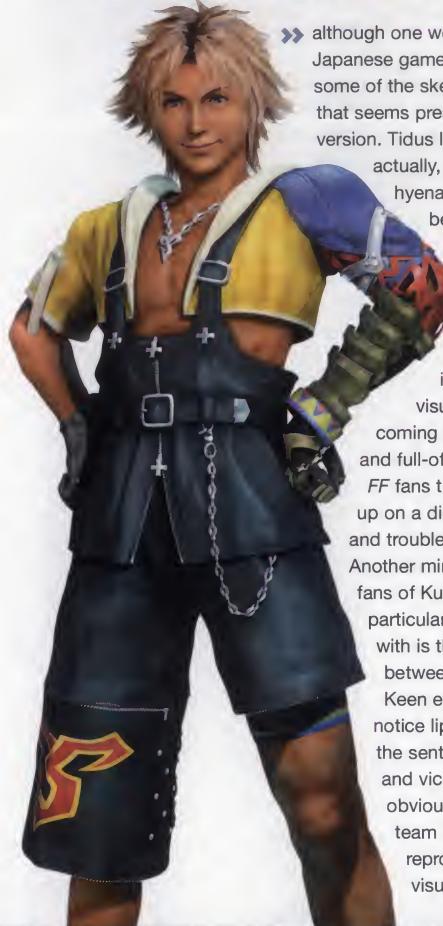
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28



» although one wonders whether Japanese gamers had to endure some of the sketchy voice acting that seems present in the English version. Tidus laughs, well actually, giggles like a hyena on helium. To be fair the majority of the characters sound appropriate, but a few voices seem incongruous to the visual representation, coming across too perky and full-of-beans to please *FF* fans that have grown up on a diet of terse and troubled protagonists. Another minor quibble that fans of Kung Fu cinema in particular will be familiar with is the lack of sync between lips and speech. Keen eyed players will notice lips moving after the sentence has finished and vice-versa — obviously the Square team hasn't reprogrammed every visual element to

correspond from Japanese lip motion to English.

Playing *FFX* can be quite a linear exercise. Expect Tidus to get 'pushed ahead' if he dawdles at key areas. Combat is a stripped down affair, too. Its admirable compromise of tactical elements and simplicity retains all the drama of previous outings, with a touch more flexibility. Some impatient adventurers may long for the day the *FF* series adopts real-time combat and excitement on offer by the likes of the seminal *Baldur's Gate: Dark Alliance*. They'll be waiting a while, however, with *FFX* focusing on online play rather than a radical engine overhaul. The turn-based combat on offer is in step with the series' 'gradual evolution' theme, as is character development, which is tracked by a circular 'grid'-cum-flowchart.

The question most PS2 owners will want answered is, 'Is *FFX* on PS2 truly better than its PSone siblings?' In visual terms, no doubt about it. This baby makes those fantastic PlayStation *FF* games look positively dated in comparison, as it should. The addition of voice acting and sheer

amount of pre-rendered cinema further adds to the impression that *FFX* is at times as much an 'interactive movie' as an RPG. In-game action hasn't evolved to the same degree, which will make *FF* traditionalists happy, but may leave newcomers hoping for a more modern and action-packed combat model. When it's all weighed up, there's no doubt *FFX* is a truly next generation effort.

It's easy in an undertaking of this magnitude to find trivial faults, both in comparison to its prequels and its competitors. Don't let this deter you — the magnitude of the leap forward this series has taken with its jump to the PS2 and the scope of the game overwhelms any minor quibbles that hardcore adherents or casual gamers alike may muster. The truth is, *FFX* is to the PS2 what *FFVII* was to the PlayStation — a groundbreaking title that offers so much variety, it deserves to gain an audience beyond fans of the genre.

Justin Kranz



Verdict: *FFX* enters the stable of compulsory buys for PS2 owners.

21-23. *FFX*'s first hours give new meaning to 'game and watch'.

24. "Hi, I'm an Aries."

25. Even in *FFX* times, there's always one smart-arse playing with a hacky-sack...

26-28. Don't miss out on this experience, even non-RPGers will be quickly drawn in.

**DON'T FORGET...**

Baldur's Gate: Dark Alliance
Reviewed: Issue #10
Comparison: Not the clear-cut decision you may think. *FFX* is more cerebral, but *BG:DA* is better for action fans.
Score: 8

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ANGEL(Shaggy)	5001109	LetMeBlowUrMind	5001279	STAN.....Eminem	5001078	ROCKY.....	5001093
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INSTANT EXPERT

Background: *Ico* has been in development many years and was originally intended for release on PSone.

Makers: A Japanese team at Sony Computer

Entertainment with little or no previous experience developing videogames were the masterminds behind *Ico*. Also Know This: The title is pronounced 'eek-o' and a rough Japanese translation is 'let's go'. So in the words of Japan, 'ico' and read the review already, okay?

ICO

An ethereal goddess and a horny little kid team up in one of the PS2's most surprisingly engaging titles yet.

Few games can truly be described as 'an experience'. But *Ico* has a feeling and an atmosphere that is difficult to describe, yet unforgettable once you have sampled its many charms. In typical Japanese style the game is strange and quirky, but far more subtle and seductive than your typical bonkers oriental fare.

The player controls a boy ostracised from his village and banished to a castle. Why? Maybe the horns sprouting from his head had something to do with it. Fortunately he is able to escape before the strange spirit-like creatures that inhabit the castle take his life. Soon the boy discovers a girl called Yorda who is also trapped in the labyrinthine fortress, housed inside a cage suspended high in the air. After completing your first task of

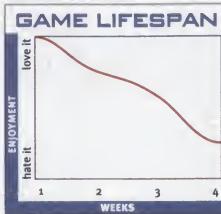
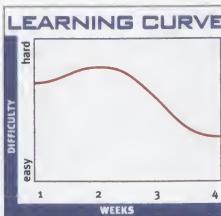
freeing her, the player's mission is to get the odd couple out of the castle alive.

The trick is that you've got two characters to guide throughout the adventure, not just one. It's an action adventure with a strong puzzle focus, but unlike any game you've played before. Most of the puzzles involve how to get the girl to safety across various obstacles. As there is a language barrier between the pair, you need to guide the girl everywhere you go, achieved by grabbing her hand and leading her wherever possible.

Ico won't impress the girl power brigade, as Yorda is certainly no Lara Croft. The boy can walk, run, leap across chasms, push objects, swing on ropes and climb lofty heights, but Yorda is not as agile so you often have to make a path or alternative route for her to follow. Sometimes you are required to go

ahead without the girl in hand and return once you've created a path around the hazards. But if you leave her too long, you risk losing your mysterious accomplice to the menacing black spirits that populate the castle (and suffering the 'Game Over' screen once again). Fortunately soon after you begin your quest you will find a stick to belt your foes, and in later adventures discover a sword. If you're especially clever, you might even get a powerful mace.

There is little to get in the way of total immersion in *Ico*'s intriguing fairytale world. There's not a single icon, power bar, word or display to clutter the screen, very little music to spoil the atmosphere, and even the opening video sequence reveals nothing about the background of the characters. The animation of the pair is gorgeous and



PlayStation 2 FACTS

Genre: Platform adventure

Players: One

Price: \$99.95

NZ price: \$119.95

On sale: March 22

Made by: Sony

Made in: Japan

Distributor: Sony



01. Hand holding abounds in *Ico*, it's a regular new-age fest.
 02-05. Both mind and reflexes are tested by *Ico*'s environments.
 06. "Just let me die dammit, they're playing Guns 'N' Roses on the castle intercom again."



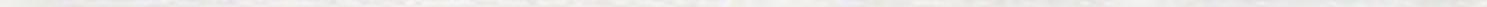
07



08



09



10

11

“...the game environments are so credible that it's **easy to forget you're playing a game.** *Ico* feels real.”

HORNY 'LIL DEVIL

It may seem pretty harsh on the surface to send a child to certain doom just because he or she happens to sport a piddly couple of horns on their head, but there's a bit of background to it. In the village *Ico* is set in, any child born with horns (where *is* this place?) is thought to be really bad luck. So bad, in fact, that a tradition has evolved where once these unfortunates hit 12, they get carted off to the castle for sacrifice. That's one way of cutting down on education costs. Satanists the world over doubtless rejoice that the source of all evil didn't grow up in *that* town.



incredibly lifelike, while the low-res, film-like appearance of the stunning environments suits the game perfectly. Attention to detail further aids immersion, like the lovely save points which see the characters fall asleep on a couch, the way Yorda flinches when the boy's sword strikes a rock, or the glorious push and tug of the characters' arms as they scurry about hand-in-hand. Once you are drawn in, you'll be gripped until the final battle is over.

The puzzles are extremely clever and beautifully integrated into the features in the environment rather than feeling tacked on. Often a solution will be right in front of you for some time before lightning strikes, and the satisfaction you feel after completing a brain-bender is very gratifying. At one stage in the game when baffled about how to progress, we were impressed

that Yorda seemed to come over and point in the direction of the solution. It could have been an illusion, but Yorda's artificial intelligence is sharp and the game environments are so credible that it's easy to forget you're playing a game. *Ico* feels real.

Unfortunately the experience is over too quickly. The moody finale is fitting of such an impressive game, but most players will wish the adventure was a lot longer. The chance to replay the game with new segments adds some incentive to play again, but much of the enjoyment comes from working out the (now familiar) puzzles. But perhaps it doesn't matter how long the adventure is, as most good things are over before you want them to be.

Ico plays, looks and feels like a dream. Amongst the dozens and dozens of clone titles on store shelves, it is a refreshing and delightful game that you should experience for yourself.



Jason Hill



Verdict: It might be short, but it's definitely a very sweet experience.



07. Yorda watches in awe as Ico freaks the breakdance action.

08. “Hang on a tic, I've got gum in my etnies.”

09. If you think this cage looks mean, imagine the kind of canary that lived there.

10. Yoga's mime skills left a lot to be desired.

11. Never get a lift from strangers on horses. They'll take you to a castle to be sacrificed.

DON'T FORGET...

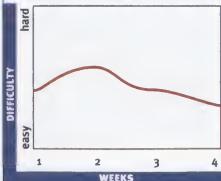
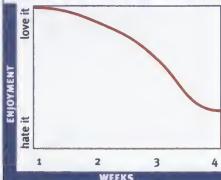


Legacy Of Kain: Soul Reaver 2

Reviewed: Issue #10
Comparison: This is pretty sexy, but lacks the imagination of *Ico*.
Score: 8

**INSTANT EXPERT**

Background: The game was originally released on Sega's Dreamcast in 2000 to a largely positive reception. **Makers:** Sega's United Game Artists division is headed by Tetsuya Mizuguchi, best known for *Sega Rally*. He also created the brilliant *Rez*. **Also Know This:** Funk and R&B legend Michael Jackson makes a brief cameo during the game, but the good news is that he will play an even bigger role in v2. Can you wait for that? We can't!

LEARNING CURVE**GAME LIFESPAN**

SPACE CHANNEL 5

She's hot, she's funky, and she's the sexiest reporter in the galaxy since Jana Wendt. Say ooh-la-la for Ulala.

Groovy baby, yeah! *Space Channel 5* is one of the sexiest games you'll ever play. Starring space vixen Ulala, it's a crazy Simon-says dancing game that's as hilarious as it is funky. The gameplay is desperately simple, but the package is put together with such style you can't help but giggle and keep playing.

Space Channel 5 is such a wonderful party game because anyone can pick up a joypad and play. All you need to play are a decent memory, good rhythm and a sense of humour. Grizzled old veteran gamers might scoff at its kindergarten simplicity, but any title that opens up PS2 to an even bigger audience of admirers is cool in our book.

Ulala is a futuristic news presenter with a penchant for plastic mini-skirts and a new job reporting for *Space Channel 5*. At the start of the game her 'Swingin' Report Show' is broadcast live across the galaxy to cover an alien invasion. The dancing Morolians have helpless humans in their hypnotic grasp. As Ulala and the player progress through different scenarios and musical numbers, the adventure unfolds with the gorgeous and feisty heroine naturally saving the day. And as Ulala wipes out aliens and recaptures kidnapped people, the ratings of her program (your score) go up.

Like most music rhythm games, *Space Channel 5* requires players to press buttons in Simon-says

style, but it doesn't use scrolling symbols like *PaRappa* or *Bemani* games such as *Beatmania* and *Dance Dance Revolution*. Instead the TV show's producer calls the moves that must be repeated in time with the music. It allows players to enjoy the crazy story, fun characters and psychedelic visuals without having to be fixated on boring icons scrolling across the screen.

As players improve in copying the dance moves, the beat gets faster and the moves more complicated. You're also treated to new cameras shooting the action and a crowd of rescued people joining Ulala in the dance, providing for much amusement as the weird and wonderful entourage gets jiggy wid it. You'll

PlayStation 2 FACTS

Genre:	Music
Players:	One
Price:	\$99.95
NZ price:	\$119.95
On sale:	March 15
Made by:	Sega
Made in:	Japan
Distributor:	Sony



01. Work it Ulala! Work it baby!
 02-04. There's no truth to the rumour that Britney Spears uses Sega to choreograph her dance moves.
 05. It's good to see that next gen hardware is not being wasted on offering realistic female dimensions in games.



be rescuing characters including 'space studs', singing divas, musicians, space police, newscasters and a weird 'kung fu man'. But make too many mistakes and naturally you'll have to start over again.

During the game Ulala will be dancing up a storm, taking on robotic newscasters, saving brainwashed dancin' fools, fighting rival broadcasters, escaping a flaming space station and is even licked by a giant robot with a huge extendible tongue. The

fantastic, crowd-pleasing finale has a cast of literally hundreds of dancers, and is guaranteed to make even the most jaded player get a smile on their dial.

Unfortunately, as with most games of this type, the main problem is longevity. After finishing the game, you're unlikely to want to keep playing much more alone, even with a few different new routes to discover and a harder difficulty. With only four multi-sectioned levels to play, the levels just become familiar too quickly and unfortunately the gameplay descends into a rote-learned exercise, with the absence of a multiplayer mode a disappointing omission.

Obviously it's not a title that will live in your PS2 for weeks — it's more the kind of game that you always have ready at high alert for whenever some friends pop over

for a giggle and laugh session. As long as they prefer watching the action as opposed to playing you, that is.

Space Channel 5 is pure style. The butt-wiggling music is fabulous, and the '60s-inspired space kitsch is just as delightful. And you could never get tired of watching Ulala shake her tail feather. It's just a pity there's not more to keep you playing — the omission of a two-player mode is disappointing, and hopefully an issue that is rectified as a priority in *Space Channel v2*, a PS2-only exclusive due for release before the end of the year. In the meantime, get down with one of the funniest and classiest PS2 titles around.



Jason Hill

07-08. "Bend ze knees! Very goot, now spread ze arms!"

09-10. Whatever the designers of *Space*

Channel 5 were smoking when they came up with these backdrops, we want somel

11. Music and dancing, it's just another night in Never-Never Land with Jacko.



PaRappa The Rapper 2

Reviewed: Issue #11
Comparison: PaRappa dresses like Eminem, Ulala like Kournikova. No contest. Score: 7



Verdict: Crotch-grabbing, toe-tapping, far-out funky fun. While it lasts...



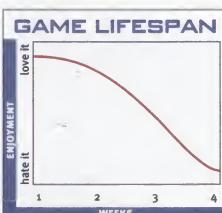
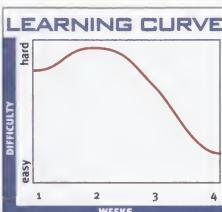


INSTANT EXPERT

Background: The first 'great to look at' puzzle game was probably *Myst*, released first on the Mac back in 1994. Prior to that the old 'text adventure with a nice image for a new location' held sway.

Makers: Core Design is, of course, famous for being the developer to bring us *Lara Croft* and the *Tomb Raider* games.

Also Know This: Ex-Disney and Warner Bros animators worked on the game's characters.



HERDY GERDY

Brain-twisting puzzles wrapped up with cute animation. That's the game; *Herdy Gerdy* is the name.

Despite the fact that its raw power is the kind of resource that action game developers salivate over, the PS2 is also (somewhat unexpectedly) breathing new life into the puzzle game genre. Both *Herdy Gerdy* and fellow new release *Ico* are beautiful to look at, while being at heart simple puzzle solving exercises. The styles couldn't be further apart, however — *Ico*'s strengths are the epic landscapes and realistic animation, while *Herdy Gerdy* is cartoon-like and full of comic characters.

All the action takes place on a huge, fantasy island, and we're not talking about the one the SS Minnow washed up on either. Our hero, Gerdy, must ultimately defeat the evil dictator, Sadorf, who has been repeatedly winning the island's herding tournament

held every four years. The tournament winner is entrusted with the Acorn of Power, a magical item that in addition to sounding ridiculously twee also maintains the island's natural balance. Sadorf has been misusing the Acorn to ensure he always wins the tournament and keeps control of the island.

Gerdy's father is the best herder around but just before the tournament he falls under a mysterious spell and Gerdy must step into his herding clogs and prove his herding worth. This is all well and good, but at the start of the game Gerdy doesn't have many herding skills at all. You'll have to learn them as you go, picking up items such as a herding staff and magic flute, which will aid you in the quest.

Various characters you meet (introduced via animated cut-

scenes) will also help out with skills, mini-quests, travelling between levels and performing quick saves, and there are some charismatic creations on offer. Gerdy's big-eyed Grandma is just one example of many.

Gerdy doesn't have any weapons, or even a *Crash Bandicoot*-style spin attack, but in platformer-style there's a fair bit of exploration and item collection to be

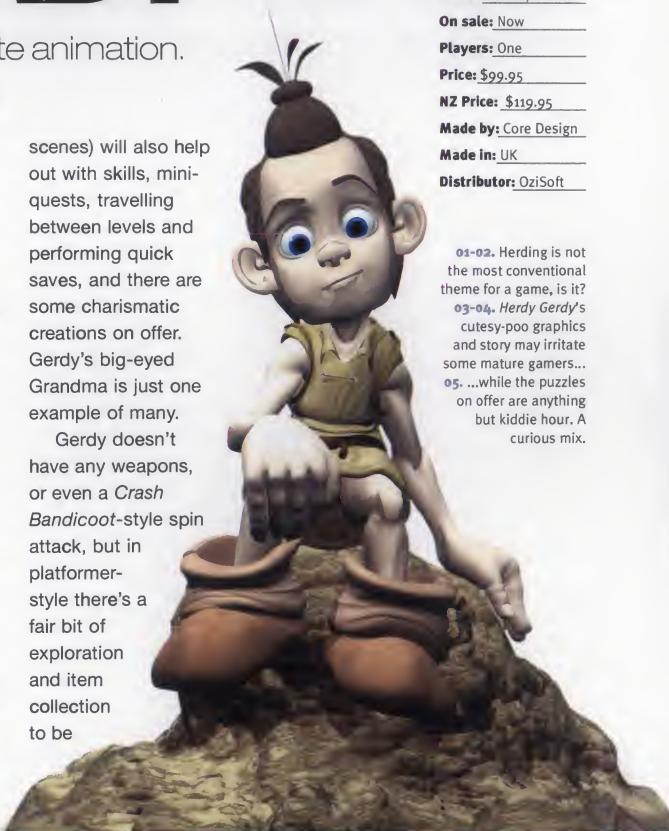
PlayStation 2 FACTS

Genre:	Puzzle/action
On sale:	Now
Players:	One
Price:	\$99.95
NZ Price:	\$119.95
Made by:	Core Design
Made in:	UK
Distributor:	Ozisoft

01-02. Herding is not the most conventional theme for a game, is it?

03-04. *Herdy Gerdy*'s cuties-poo graphics and story may irritate some mature gamers...

05...while the puzzles on offer are anything but kiddie hour, a curious mix.





"There are a **number of different ways to solve some** puzzles, as well as different routes **through the game...**"

done. Some levels need to be unlocked by successful herding (a lot more involved and exciting than it sounds when said aloud), and often you will be competing with big nasty pink Gromps, who will eat anything they see.

Apart from navigating the environment itself, the Gromps are your main problem, and you'll need to trap them, feed them poisonous Blurs or make them fight each other if you're going to be successful. All of this should be preferably performed without hurling at the *Muppet*-esque nature of their names. If they get a hold of you, they'll punch you out big time. You will be herding many different species of cute little critters and all have different behavioural traits that determine how you handle them.

Some creatures will follow Gerdy without questioning, while others will need to be lured

with bait (such as the Magic Flute, which draws them towards you Pied Piper of Hamelin style) or there's always the PSM Ed's favourite form of encouragement, straight out fear and intimidation. There are a number of different ways to solve some puzzles, as well as different routes through the game. Power-ups are available occasionally, but are not always necessary for a puzzle's solution, and while useful, aren't integral to the game's smooth flow.

Gerdy will be highly enjoyable for those in for a cerebral workout, but there are some downsides to the game. It may — no, make that WILL — get a bit frustrating trying to work out how to get your creatures to their various cages, but then the best puzzle games are always going to be hair-tearers. The often annoying camera angles don't help though (even with manual



06. While the backdrops can't compete with *Ico*, a lot of personality has been breathed into *Gerdy*'s characters. 07-09. The hair-tearing nature of some puzzles merely reinforces the elation of completion. 10. Not for everyone, but it's still a good puzzler.

adjustment), and the long loading times between levels can also get a bit painful. Then there's the names given to everything, which often sound like bodily functions and may begin to grate on older gamers wanting less cute factor.

On this topic, it's worth mentioning that while the puzzle-oriented gameplay will attract older gamers, the animation and dialogue seem directed solely at younger players. This either means that *Gerdy* will enjoy a wide audience or that both younger and older players will be turned off by the seeming conflict.

Gerdy is an example of the type of game where it's fair to say that its desireability factor is up to you. Nanosecond-attention span action junkies won't find this their bag, but those who prefer, or at least can handle, a more sedate and thoughtful pace, you'll find some quality cartoon-style puzzling action in a style all of its own.

Stuart Clarke



Verdict: Deceptively cute — you'll love some parts; tear your hair out in others.



DON'T FORGET...



Reviewed: Issue #12
Comparison: *Ico* is less cutesy and an easier to grasp challenge, but ferociously playable.
Score: 8

**INSTANT EXPERT**

Background: *Drakan: Order Of The Flame* was a solid PC game released in 1999.

Makers: Surreal's next release will be *Gunslinger*, a first person shooter set in the Wild West. This title was one of the first announced for PlayStation 2 and has been sitting in development limbo for a while now. Let's hope the end result will be worth the wait.

Also Know This: Rynn's chest is much more 'achievable' than Lara's.

DRAKAN 2: THE ANCIENTS' GATES

Well-animated ponytail? Check. Slightly saucy English accent? Check. Talking dragon? Maybe this isn't a *Tomb Raider* rip-off...

Drakan was born as a PC game several years ago and many at the time touted it as 'Tomb Raider with a sword'. It was a comparison that was less to do with the gameplay and more to do with the fact that in both games you control a nimble, young female from a third-person perspective. Its PS2 sequel, *The Ancients' Gates*, is less about timing a series of acrobatic flips to avoid booby traps and more about casting spells, fighting goblins and riding a fire-breathing dragon named Arokh.

You play the role of Rynn, a young woman whose village was decimated in the first game by the evil Wartoks. Dark forces have once again begun to gather in your realm, and you must go on a quest

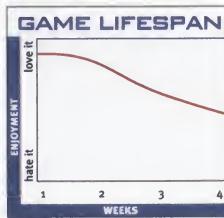
to open four magical gates to bring Arokh's dragon brethren back into the world to drive out the evil.

Throughout the game you divide your time between hand-to-hand combat on and below the ground and dogfighting dragon-style in the air. You start off with a fairly weak sword, but with the gold you collect from treasure chests and the bodies of fallen foes, you can buy all kinds of hefty swords, axes and clubs. Another weapon at your disposal is the bow and arrow. All of these weapons have to be repaired after extensive use. Some, such as the clubs, are stronger and can last longer than the more brittle knives and swords.

Rynn doesn't have to rely solely on man-made tools to overcome

enemies — she also has the ability to learn magic spells such as invisibility and invulnerability. As you progress through the game you earn skill points that you can allocate to hand-to-hand combat, archery and casting spells. How you allocate them is completely up to you and you can customise Rynn to be a more proficient archer than a mage, for example.

The world you inhabit in *Drakan* is large and varied. You'll find yourself roaming through lush green valleys, dank swamps and mines, misty catacombs and small villages. To better bring to life the many locations in the game, each environment is bursting with tiny details. Wander through the fields and you'll notice plenty of 3D tufts of grass, flowers and other plants



PlayStation 2 FACTS

Genre: Action adventure

On sale: March

Players: One

Price: \$99.95

NZ price: \$119.95

Made by: Surreal Software

Made in: UK

Distributor: Sony



01-02. From smelly dungeons infested with creepy crawlies to vast snowfields, *Drakan's* locations aren't dull.

03-04. Combat includes both mid-air dragon fights and hand-to-hand combat.

05-06. Some of the indoor locations are lacking in detail.



07



08



10



11



12



09

“Dark forces have once again begun to gather in your realm, **and you must go on a quest to open** four magical gates”

breaking up the flat ground textures normally seen in these games.

Important areas that you visit are automatically marked on your map in case you need to return to them later on. The map is a very useful tool when attempting to figure out where you're going in very repetitive looking areas such as the swamp.

Graphically the environments are of a high standard, with lovely textures throughout and neat

effects such as realistic smoke and mist. The human characters tend to look a little bit disproportionate at times and move around in a slightly robotic manner, but the 3D models look great. The voice acting is occasionally funny but nothing exceptional, and the soundtrack is perfectly suited to this sort of game as it sets the atmosphere without intruding too much on the gameplay. The meaty crunch of an orc's brittle head under your shiny

axe is more than satisfying as well.

A good feature of the combat system is the ability to lock on to specific targets very easily. At times this can make fighting too easy, particularly against some of the less intelligent enemies that you can lock on to, circle around and beat them in the back of their head with a spiky club. No need for the block button in these instances. While some enemies do offer more of a challenge, there does appear to be too many foes with the intelligence of an acorn.

What gives *Drakan* its longevity is that, aside from the main quest, there are many optional side quests to complete at your leisure. These range from ridding a particular villager's house of giant spiders to rescuing another man's daughter from some nasty goblins in the swamp. These side quests add a lot to the depth of the game and provide entertaining incentives to explore all of the game's interesting locations.

07. Attacking ground-based foes from the air on dragonback is a little tricky but great fun.

08-10. *Drakan's* visuals do a great job of dropping you right into a fantasy world.

11-12. A good variety of weapons are on offer.

LINKS >>

Released during the PS2's infancy, *Kessen* was a warfare classic. Find out how its sequel fares in 2002.

029

Is Disney's *Peter Pan* another magical PlayStation release for kids of all ages?

030

PUFF THE MAGIC DRAGON

Flying high over the lands on dragonback and engaging other dragons in aerial scraps is great fun. Initially your dragon only has the ability to breathe fire, but later on it will gain access to more powerful attacks such as lightning breath.



7 Blades

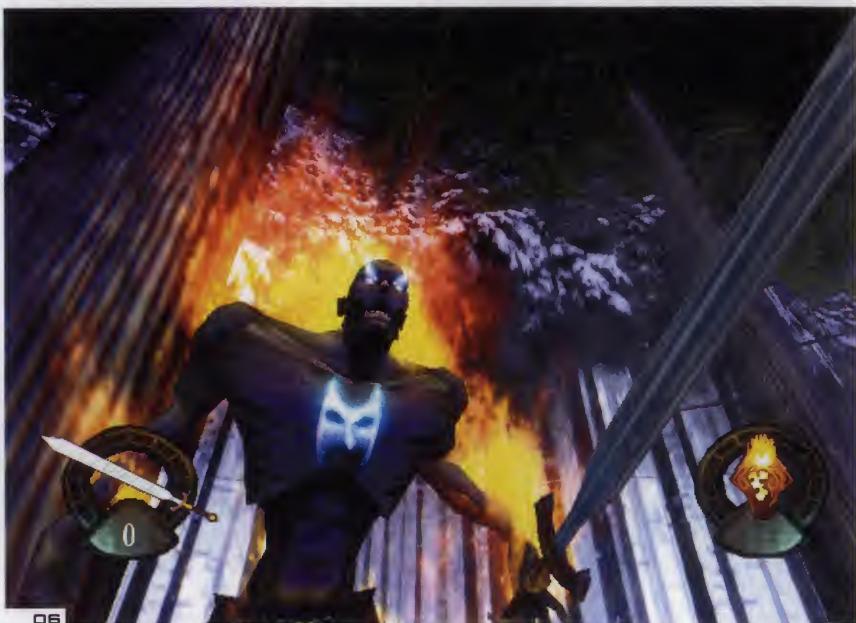
Reviewed: Issue #04
Comparison: The hack and slash action may be a little dated now but it was a good stab at the genre.
Score: 8

Tristan Ogilvie



Verdict: A lengthy adventure packed with plenty of hacking 'n' slashing.

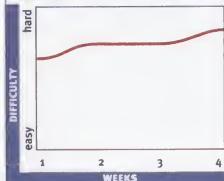
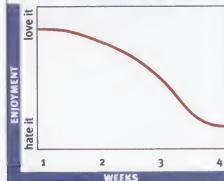


**INSTANT EXPERT**

Background: When the original *Shadowman* appeared back on the old PSOne it suffered from some nasty slowdown and overly dark areas.

Makers: Formerly known as Iguana UK, English-based studio Teeside is one of the many Acclaim studios located around the world.

Also Know This: Acclaim/Variant comic books were the initial creators of the *Shadowman* story and characters.

LEARNING CURVE**GAME LIFESPAN**

SHADOWMAN: 2ECOND COMING

Turn up the heat and put this voodoo child back in the oven, it's not ready yet. *Shadowman* remains a trifle underdone.

After the disappointing original on PSOne, the team at Acclaim have come up with a sequel chock-full of new features and a little next generation flair. The result is a good third-person action adventure with a few niggles that stop it from rising above the rapidly improving line-up of PS2 titles.

Second Coming finds Mike Leroi attempting to stop a band of demons, called the Grigori, from summoning the devil himself and wiping out mankind. In your quest to do this, you're privy to a healthy dose of new weapons that also include magic powers with which to glib the minions of darkness. The game locations are vast and varied, and the objectives you have to perform are also divided up into

a bit of puzzle solving, a bit of sneaking around and a lot of killing.

It sounds like a recipe for success, but the execution isn't perfect. Whilst a lot of the new features are a first in the *Shadowman* world, the game lacks the necessary level of continuous addiction, mood cohesion and innovative core gameplay. The combat system seems a little ham-fisted after the more precise lock-on feature found in *Soul Reaver 2*, and whilst the game is usually spot-on with how it unobtrusively herds you through its objectives, there are times when you feel you don't have enough information to figure the next step out.

If you're under 15 then it's best to avoid this game as it often contains very mature content. An

example of this is the common use of offensive language and horror-like gore, with people pasted on ceilings with their guts opened up.

The new real-time transitions between day and night are done well, with Mike changing from his now buffed up human form to the menacing *Shadowman* at night, a fantastically designed mass of muscle, skeleton and monster. With all the graphical flair the game possesses, it is ironic that one of the game's major problems is its poor frame rate. There's a lot of detail on offer but the action chugs like a fat man jogging.

James Ellis

PlayStation®2 FACTS

Genre: Action adventure

On sale: Now

Players: One

Price: \$99.95

NZ price: \$119.95

Made by: Acclaim

Made in: UK

Distributor: Acclaim



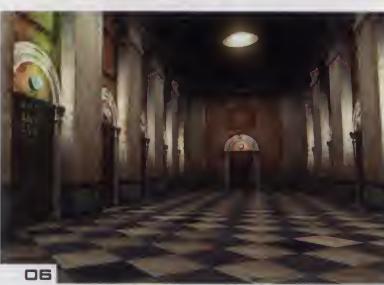
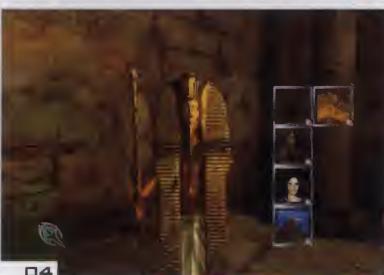
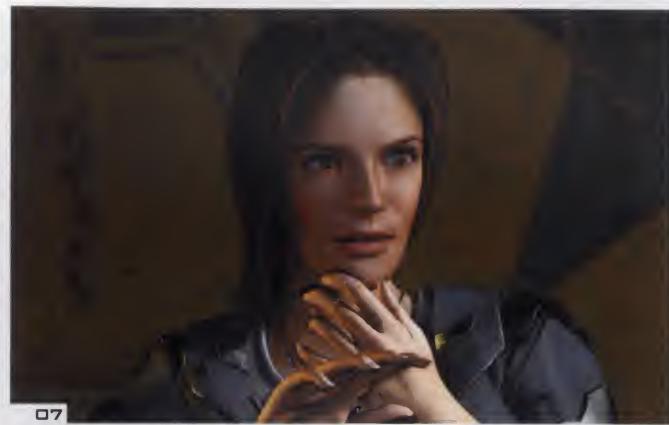
01-02. The contrast between the menacing *Shadowman* (above) and his lesser alter ego Mike Leroi (below) are quite striking.

03-05. The environments in *Shadowman* are a little on the spartan side but there's no questioning their unique style.



Verdict: *Shadowman* is good fun if you're able to overcome its niggling flaws.

7



PlayStation®2 FACTS

Genre: Puzzle adventure

On sale: Now

Players: One

Price: \$99.95

NZ price: \$119.95

Made by: Cryo Interactive

Made in: France

Distributor: Acclaim

ATLANTIS III: THE NEW WORLD

Building on the games it knows best, Cryo — French purveyor of the bizarre — hands over the latest chapter in its *Atlantis* series.

In the grand tradition of *Myst* clones, *Atlantis III* urges players to point and click their way around the game's specially rendered 360-degree environments, interacting with a variety of characters and solving all manner of endorphin-inducing puzzles. As with most graphic adventures, the game was created with a PC in mind — where a mouse is a must — which results in console users battling with a controller to find the hot spots and hidden objects.

Aside from this traditional mix of exploration and puzzles, the story unfolds quite dramatically thanks to some very slick looking pre-rendered movie sequences. The highlight of these is a surprisingly detailed main character.

The nameless star of the game is a young but courageous archaeologist specialising in Egyptology that goes in search of an ancient site in the desert, which she believes could be the hidden city of Atlantis. Her travels stretch far across time and several locations, each with its own culture, style and obstacles, ranging from Arabian deserts and palaces to simply bizarre yet sublime worlds. As well as meeting characters that aid her along the way, there also happens to be a villain with sinister plans to rule the world with the help of a precious crystal skull. While hardly groundbreaking, this twist does add depth to the basic 'find the lost city' plot.

The puzzles within the game

range from generic placing-objects-in-the-correct-order to some real brainteasers that are sure to stump even the most seasoned puzzle professionals.

As engaging as the storyline is, and as striking as many of the graphics are, it's hard to brush over the awkward gameplay mechanics, which prove frustrating to carry out with a Dual Shock controller, taking away from what would otherwise be an enjoyable experience on a different platform. The end result, a title that is better off left to the 'puzzle adventure' loving pasty beige box brigade.

Mike Wilcox



01. We bet you can't wait to get behind the controller and solve this exciting puzzle.
02-03. The characters are as crispy as pan-fried bacon but the gameplay is as dull as daytime television.
04-08. It's a shame, because those graphics sure look pretty.

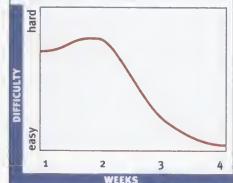
INSTANT EXPERT

Background: This is the third game in the series to be based on the legendary lost city of Atlantis.

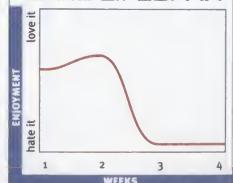
Makers: Although puzzle adventure games are Cryo's bread and butter, it has also developed platformers and action titles, and even has a soccer game on the way. It's good to see diversification.

Also Know This: Chiara Mastroianni not only did the English voice for the game but for the French and Italian versions, too.

LEARNING CURVE



GAME LIFESPAN

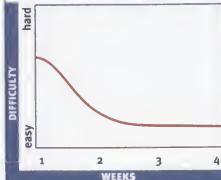


**INSTANT EXPERT**

Background: A clone of the PC game, *The Shadow Of Zorro* took just 12 weeks to make its way to PS2.

Makers: This is only In Utero's second PS2 game — the first was the decidedly less mainstream (but quite good) *Evil Twin*.

Also Know This: As the game's title suggests somewhat obliquely, shadows do play an integral role, as the stealthy Zorro attempts to avoid detection by guards when necessary.

LEARNING CURVE**GAME LIFESPAN**

THE SHADOW OF ZORRO

Pucker up ladies, the town's most charismatic videogame hero just arrived on horseback — the masked avenger, Zorro.

Since first spilling from the pages of a 1919 novel, the legendary Zorro has enjoyed many swashbuckling adventures, from silent movies to TV series and comics, then more recent silver screen action thanks to Anthony Hopkins.

The Shadow Of Zorro takes place during the 1820s in LA and begins with the arrival of the city's new chief of police. Zorro's father recognises him as a notorious Spanish war criminal, believed dead for over a decade. His suspicions are proven right when it's discovered that the cunning police chief is again working his evil ways and it's up to you to undo his plans.

This third-person adventure plays out across six difficult chapters, with almost 30 locations to discover.

Zorro can move around and get rid of enemies in many ways. Stealth plays a big part in avoiding guards, while combat options range from the silent but effective blow to the head from behind, or the not-so-silent but more efficient pistol or grenade, which switches the game's view to first person.

Then, of course, there's Zorro's famed swordsman abilities, which get put to good use. This option sadly remains the least interactive of the three. Simply repeat a random button combo in the correct order, which is followed by an animation of the sword fight. Also, no matter how hard you try, no one dies in the game — enemies are just rendered temporarily unconscious.

Zorro walks, runs, crouches, climbs and more, which would be all

the more enjoyable if it weren't for the nauseating camera angles. The enemy AI also falls short, as guard behaviour often makes no sense, detecting you from out of eyesight one minute, and then walking past you undetected the next.

The game's best qualities are the characters and storyline, which is a completely original script focusing on Zorro's ancestry. The story reveals who his father is, a well-kept childhood secret, and how the famous 'Z' signature came about. The gameplay, however, struggles to stimulate the senses any further than skin deep.

Mike Wilcox



Verdict: The pieces are all there; they just don't fit all that well together.

**PlayStation®2 FACTS**

Genre: Stealth adventure

On sale: Now

Players: One

Price: \$99.95

NZ price: \$119.95

Made by: In Utero/Cryo

Made in: France

Distributor: Acclaim



01. Masked avenger by day, Zorro goes Goth on those balmy nights.

02-03. Zorro's swordfighting action oddly pales compared to its stealth play.

04. Zorro is a 20-plus Libran who likes long walks and fighting oppression in all forms.

05. That hat has to go.



PlayStation®2

FACTS

Genre: Combat warfare

Players: Two

On sale: March 29

Price: \$99.95

NZ price: \$119.95

Made by: Omega Force/
Koei

Made in: Japan

Distributor: THQ



ON THE DISC

INSTANT EXPERT

Background: The original was released on PSOne (1997), with DW2 boosting the scope and graphics for the PS2.

Makers: Omega Force made *WinBack*, *Dynasty Warriors* and *Destrega* (PSOne).

Also Know This: The worse your injuries, the more deadly your special attacks.

DYNASTY WARRIORS 3

Here come the elephants, and a game that's more jumbo than dumbo.

If you didn't play the sadly unnoticed *Dynasty Warriors* 2, you might be unfamiliar with 'battlefield action'. Think beat 'em up, but on a huge scale, and you're on the right track.

The sequel is bigger than DW2, the highlight being superb two-player versus and cooperative modes — plus there are lots of new attacks, more strategic commands and elephants to stampede the enemy!

Each of the game's 41 officers can perform basic attacks, charged attacks and special (Musou) attacks. Together they form combos, block incoming attacks, fire arrows and belt opponents. It's top fun.

Like the previous game, it can get repetitive as you reveal the entrails of yet another hapless

victim on your way to completing Campaign mode. But the feeling of being involved in a massive battle is convincingly portrayed and absolutely thrilling. This time success is just as dependent on your strategy as your joystick dexterity. Taking time to study mission objectives and planning your attack becomes paramount.

There are plenty of warriors and weapons to unlock, and barring the odd patch of slow-down, the visuals excel in portraying the battle. DW3 might not be at the top of most PS2 owners' shopping lists, but it's slashing good fun.

Jason Hill



Verdict: Epic combat on a grand scale, but it may not be to everyone's taste.



01. Everyone knows that all these guys need is one shaolin monk to kick everyone's ass and the battle would be over. 02. The battle could have gone either way until Zhang's pepperoni pizza (thin crust) got delivered, then everyone wanted a piece.



01. Melbourne Cup organisers had misgivings about relocating the 'face that stops a nation' to Auckland. 02. *Kessen II* sports very realistic looking animals (unlike Ed's dog, which resembles one of Frankenstein's failed taxidermy experiments).

KESSEN II

Here's another dramatic strategy epic set to bewilder and delight in equal measure.

Koei's *Kessen II* once again offers PS2 owners a refreshingly different experience, this time set in third century China. It's a real-time strategy game that offers countless battles on a massive scale and a very deep storyline with a big cast.

Koei has responded to criticism of the original and produced a more entertaining game. Players have a lot more to do mid-battle, and can now take direct control of an officer (albeit with a very limited basic attack). Luckily they can also unleash special attacks, ranging from simple raids to powerful magic like the spectacular tornado or fissure, which can devour many of your opponent's warriors.

Trying to widen the game's appeal, Koei cut much of *Kessen*'s pre-battle planning. In *Kessen II*, hero Liu Bei's generals present you with options for troop positioning

and movement, and you simply select one and head straight into war. In battle you may change your strategy as the conflict progresses. Whether you appreciate these changes will depend on whether you played and enjoyed the original.

The gameplay is friendlier, but the plot and cut-scenes will confuse many, with a lot of FMV and ordinary lip syncing to watch/get through.

Kessen II's battles are truly spectacular. Up to 500 soldiers can be on screen at any time, including cavalry and archers. Backgrounds are sparse, but players still have to use the 3D terrain strategically. Action-mad Western players may prefer *Dynasty Warriors* 3's hands-on approach to warfare.

Jason Hill



Verdict: Like fugu — very Japanese and definitely an acquired taste.



PlayStation®2

FACTS

Genre: Real-time strategy

On sale: Now

Players: One

Price: \$99.95

NZ price: \$119.95

Made by: Koei

Made in: Japan

Distributor: THQ

INSTANT EXPERT

Background: A PS2 launch title, *Kessen* disappointed as many as it thrilled.

Makers: Koei has been making historical strategy games for over 15 years.

Also Know This: Hero Liu Bei sets out to save his love, Diaochan, but ends up battling evil Cao Cao's tyranny.



01. Young Peter isn't above pinching from other fairytales. Robin Hood's famous bridge encounter with Little John has been reworked with a kooky voodoo doctor.

02. Peter Pan's dungeon levels won't be challenging *Baldur's Gate* any time soon.

PSOne™ FACTS

Genre: Adventure
On sale: Now
Players: One
Price: \$79.95
NZ price: \$99.95
Made by: Disney Interactive
Made in: US
Distributor: Sony

PETER PAN: THE ADVENTURES OF NEVERLAND

Peter Pan, the boy who never grew up, comes back with a game that hasn't either.

Everyone's favourite fairy boy is out to find four pieces of a map that will inevitably draw him into a showdown with Captain Hook. To help him pay the bills when he's not saving Neverland the locals have also scattered plenty of hidden treasure around for him.

Players traverse through popular locales in Neverland, including the Lost Boys hideout, Skull Rock and Mermaid Bay in search of power-ups, all the while collecting feathers that can be traded at the Indian shop for hints and assorted goodies.

Gameplay is simple 2D side scrolling, although Peter has the ability of constant flight, which inserts some sort of novelty into the quest. That said, the gameplay is never particularly interesting and it's certainly not innovative.

INSTANT EXPERT

Background: Not surprisingly the game is an offshoot from the brand spanking new *Peter Pan* animated film of the same name.
Makers: Apart from *Peter Pan*, DI has also released *Monsters Inc* and *Tarzan*.
Also Know This: The game features some cool CGI.

PETER PAN: THE LEGEND OF NEVERLAND

If your pixie dust runs out, be prepared to walk the plank aboard the Jolly Roger.

Inspired by Disney's latest animated offering, this action adventure is aimed squarely at the same ankle biters the movie is hoping to attract. In a nutshell, it's a textbook 3D platformer with ample colour and movement, and nothing overly taxing for its pre-teen audience.

Hopping into the tights of the youthful Peter Pan, players run, jump, duck and creep their way through five areas of Neverland, filled with a variety of enemies and boss characters, including pirates, voodoo warriors, jungle animals and other hazards. Peter Pan can also fly and swim during certain stages, as well as learn new moves along the way. His main means of attack is a wooden knife that can be swung or thrown.

One of the biggest things going for many licensed games is having access to exclusive material from the original source, whether it's data, maps or movie footage. *Peter Pan*, like most of Disney's games, offers highlighted clips taken from the original feature film. These are awarded throughout the game as stages are successfully completed.

What becomes evident all too soon though, is how mind-numbingly repetitive the levels look and play. Add to this the overwhelming set of tasks required of players and only the very young at heart will be keen to help Peter Pan find his treasure.

Mike Wilcox



Verdict: If you need a new kids game, get the PSOne version - it's cheaper.



PlayStation®2 FACTS

Genre: Action adventure
On sale: March
Players: One
Price: \$99.95
NZ price: \$119.95
Made by: Blue 52
Made in: UK
Distributor: Sony

INSTANT EXPERT

Background: The game is based on the new Disney animated feature film of the same name.

Makers: Blue 52 also developed a game version of Jim Henson's, *The Storyteller*.

Also Know This: Blue 52 wants to "become the cheekiest developer".



01. Maybe a pelican play this game but PSM is betting you won't be interested.

02. Captain Hook in all his pixelated and poorly animated glory. If only the graphics were the worst thing about the game.



Verdict: A game that could be pulled off equally well on a 16-bit console.





NOW PLAYING



The PlayStation®2 and PSone titles that are setting sales records and the ones we can't stop playing.

PLAYSTATION®2 TOP 20



NO.	GAME	DEVELOPER	DISTRIBUTOR
1.	Gran Turismo 3: A-spec	Polyphony	Sony
2.	Max Payne	Rockstar	Take 2
3.	Cricket 2002	EA Sports	EA
4.	Jak and Daxter	Naughty Dog	Sony
5.	Sunny Garcia Surfing	Krome	Ubi Soft
6.	Dropship	Studio Camden	Sony
7.	James Bond In Agent Under Fire	MGM	EA
8.	Tony Hawk's Pro Skater 3	Neversoft	Activision
9.	Monsters Inc	Disney	Sony
10.	Devil May Cry	Capcom	THQ
11.	WWF SmackDown! Just Bring It	Yukes	THQ
12.	World Rally Championship	Evolution	Sony
13.	Capcom Vs SNK	Capcom	THQ
14.	Crash Bandicoot: The Wrath Of Cortex	Universal	Vivendi
15.	Baldur's Gate: Dark Alliance	Snowblind	Interplay
16.	Time Crisis II	Namco	Sony
17.	FIFA 2002	EA Sports	EA
18.	SSX Tricky	EA Big	EA
19.	Simpsons Road Rage	Fox	EA
20.	Tekken Tag Tournament	Namco	Sony



The PSM Top 20 is provided by Inform



WHAT'S IN OUR BOX

The discs we can't pry out of our PS2 here at PSM Towers.

1. **Metal Gear Solid 2** More fun than slipping in seagull crap.
2. **Joe Dirt DVD** .. Joe shares striking similarities with our old Art Director.
3. **The Godfather series on DVD** ... You thought *you* were a hustler?
4. **Pro Evolution Soccer** Can anyone beat the Socceroos? (Yes)
5. **Rage Against The Machine DVD** Fan-bloody-tastic!

WHAT'S ROCKING PSONE™

And the best-selling PSone games are...

1. Harry Potter
2. Monsters Inc
3. Tony Hawk's Pro Skater 3
4. Who Wants To Be A Millionaire?
5. Syphon Filter 3
6. Breath Of Fire IV
7. 20 Games Pack
8. FIFA 2002
9. Tony Hawk's Pro Skater 2
10. Digimon



MUST BUYS

Just in case you missed them, PSM lists a few PS2 'Must Buys' from recent months.



Time Crisis II
Namco
Shoot 'em up

Our forearms are absolutely bulging after giving this gem a workout! It's better than blowing your flow for an hour or so at your local arcade parlour, too!



Sunny Garcia Surfing
Ubi Soft
Surfing

Sunny Garcia Surfing reminds us of the surfing bit in *California Games*, only that game now looks like your brother's wife on a Sunday morning...



Max Payne
Rockstar
Shoot 'em up

Finally there's a game that depicts our Deputy Editor's crazy high octane lifestyle. Death, pain, carnage and guns. And that's just on the train to work.

WIN DYNASTY WARRIORS 3 AND A PS2!

Dynasty Warriors 3 is a combat warfare game reminiscent of a beat 'em up but on a much larger scale! This latest addition to the series is bigger and better than its predecessors and the winners of this competition will enjoy hours of fun-filled action thanks to the folks at THQ.

PSM has generously been given 10 copies of *Dynasty Warriors 3* to give away, as well as a PS2, with a total value of more than \$1500. The major prizewinner will receive over \$600 worth of gear, including a PlayStation2 console and a copy of *Dynasty Warriors 3*. The following nine runners up will receive a copy of *Dynasty Warriors 3*, valued at \$99.95.

All you have to do to enter this competition is simply answer the following question:

Q: In 15 words or less, tell us why combat warfare games are your favourite?



HOW TO ENTER

Send all entries to "Dynasty Warriors 3 Giveaway", Official PlayStation Magazine, PO Box 5537, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close April 1, 2002. Good luck!

CONDITIONS OF ENTRY

1. Entry is open to all residents of Australia except employees and their immediate families of the Promoter and its agencies associated with this promotion.
2. Entries close last mail received 01/04/02. Only one entry per person permitted. This is a game of skill and chance plays no part in determining the winner. Each entry will be individually judged based on literary and creative merit. Judges' decision is final and no correspondence will be entered into.
3. The best entry, as determined by the judges, will win a PlayStation2 console (\$529) and a copy of the *Dynasty Warriors 3* game (\$99.95). First prize is valued at \$628.95. The nine runners up will win a copy of the *Dynasty Warriors 3* game (\$99.95). The total prize pool is valued at \$1,528.50. Prizes are not transferable or exchangeable and cannot be taken as cash. No responsibility is accepted for any variation in the value of the prize/s.
4. No responsibility accepted for late, lost or misdirected mail.
5. Winner will be notified by mail. All entries become the property of the Promoter. The Promoter may use the entrants' names, addresses and literary pieces for any commercial purpose.
6. The Promoter is ACP Publishing Pty Ltd (ABN 18 053 273 546) of 54 Park Street, Sydney NSW 1028.



PlayStation® 2

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- New weapons, tactics, and troops including Elephant Cavalry!

- Experience battles firsthand - control generals and give orders at the squad level!
- 30 new stages! Besiege castle walls, battle aboard moving ships, and stampede across open plains!





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PlayStation®2



THE LATEST PS2 & PSone™ NEWS

edited by Richie Young



Perspective. That's my word of the month. When you play your next game, don't get worked up for no reason. When you find out that a game has been canned and won't be released, there's no need to flip out. It's great fun, but even the best games are minor in the greater scheme of things. Passion is fantastic, but don't let a hobby control your entire existence. It's great that you guys enjoy your games, and we spend as much time as anyone else playing them, but we urge you — go for a walk!

(From top to bottom): VF4's Wolf throws his weight around; Conflict: Desert Storm action; and the Res Evil movie!

BEST BIT

GO THE DISTANCE

Face it. All night gaming sessions are hard on the ol' body and mind, but as self-respecting gamers, it's a necessary evil if we're ever going to find success in getting to that elusive 'next level'!

Here in *PSM* Towers, we'll go to the end of the world to finish games and give you the best reviews and playguides that money can buy. We've roadtested all things caffeinated, and reckon Javajava from Nescafe comes up trumps. We spent 57 hours straight juiced up on Javajava! Now that's marathon gaming!



It's out in Japan and it's everything PS2 fight fans could dream for in a fighter. *VF4*, to quote *Bring It On*, is the poo. Take a whiff.

If you ever needed proof that the fighting genre isn't cactus, here it is. All doubts about Sega's top title possibly getting screwed up en route to the PS2 have been wiped. After playing the PS2 version, here's *PSM*'s lowdown on what you can expect.

For starters, forget about *VF3tb*. Yu Suzuki claims *VF4* is the 'real' sequel to *VF2*. This means porky Taka-Arashi is gone, as are those intricate multi-level fighting arenas. The good news is you get a couple of new fighters — the tough-as-nails throw-oriented Vanessa Lewis, and *PSM*'s new fave, the shaolin monk Lei Fei, whose flowing moves are not only friendly to newcomers, but also represent the closest yet a fighting game has managed to a realistic representation of a fighter in motion.

The game's feel adopts the best aspects of both *Tekken* and *Dead Or Alive* while remaining *Virtua* through and through. Walls can be used to jump off; new counters and guard crushing moves can be performed; and even the speed of recovery has been altered to increase the intensity level. Expert players will be pleased to find that they will remain dominant as ever against lesser foes, though thanks to a comprehensive training system, newcomers will quickly learn basic to advanced moves and combos, and just as important, the timing needed.

If the transition to PAL goes well (see 'Letterbox Is For Films'), this will be local PS2 owners' first real taste of both next gen visuals and (finally) real depth in a 3D fighter.

VIRTUAL FIGHTER 4

LOOKS AND BRAINS

It's not impossible! The level of detail of the fighters, all running at 60fps, is phenomenal. Throw in a level of depth not paralleled anywhere else, and you have the ideal candidate to lead fighting games into the next generation.



LETTERBOX IS FOR FILMS

Past VF conversions from NTSC to PAL have suffered from sluggish speed and/or letterboxing, ruining the timing and flow of the game. The good news is that it can be fixed. Here's hoping PAL VF4 gets the respect it deserves!



OPINION
KING OF THE HILL

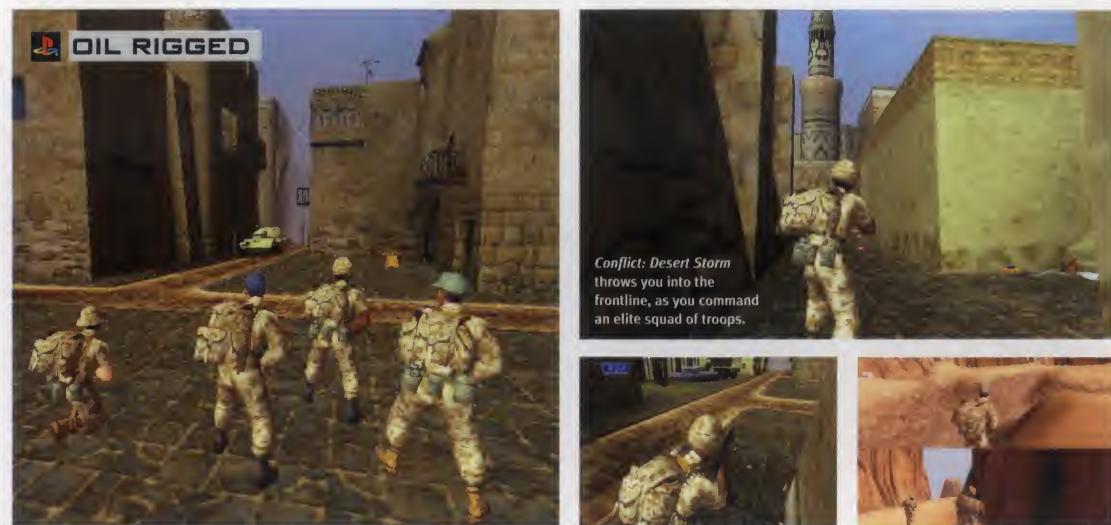

Veteran games journalist Jason Hill shares his thoughts on the state of the games industry and the new driving forces behind sales.

Back in the 'studio era' of Hollywood, when the film began and up popped 'A Universal Picture' it actually meant something. Different studios specialised in different kinds of films and had their own stable of stars who would appear exclusively. Today, no cinema attendee could give a toss about what company made the film – all they did was pay for the production and distribution. It's the stars, director and the story that are most important, and rightfully so.

Infogrames is the latest in a long list of owners of the Atari brand name. Instead of using it to simply resurrect retro 'classics', the French giant is using the Atari brand to supposedly woo punters. Hence *Atari Splashdown* and *Atari MX Rider*. Of course, the games have nothing to do with Atari at all, but obviously Infogrames thinks consumers (particularly in the US) will buy products just because they come from a familiar brand name.

After the Jaguar and countless other failures, it's difficult to see any value in the Atari brand name. But certainly some labels in the industry are still powerful enough to attract shoppers regardless of what's inside the case. EA Sports is still a colossus of a label, even if it has been weakened by its sequel strategy – what is too-often the same game released over and over.

It will be the emergence of game 'auteurs' and prominent development teams that will end the studio era. Many gamers could identify probably a handful of the industry's leading lights, like Kazunori Yamauchi of *Gran Turismo* fame or Hideo Kojima, *Mr Metal Gear* himself. Rather than just buying anything with an EA brand, savvy gamers are now looking for the likes of EA Canada, the creator of *SSX*. This is an excellent trend, as the talent behind a game is obviously far more important than who put up the cash. Hopefully developers will get more recognition for their work in future, helping the public to make more informed choices about which titles to buy. Remember the golden rule: *Caveat Emptor* – let the buyer beware!



CONFLICT: DESERT STORM

Yet another war game is set to hit the frontline and battle for your attention. *Conflict: Desert Storm* is looking prime time.

'Desert Storm', you will recall, was the codename for the successful US military operation during the Gulf War. From UK developer, Pivotal Games, *Conflict: Desert Storm* throws you head-first into war in command of an elite squad of troops.

During any given assignment you can switch freely between each of your four soldiers to utilise their unique skills and abilities. You'll also want to keep each member alive, as the more mission

experience they gain, the better their skills become and the more chance they have of survival.

With a features list that includes interaction with vehicles and helicopters, seamless movement between indoor and outdoor environments, and details including heat haze and smoke, the game's mix of stealth and all-out war in a multiplayer environment should prove much more fun than a weekend game of paint ball with the lads.

TRUCK YOU

TRUCKS RUN RIOT

Of all the dream jobs out there, few can compare with the testosterone sweating thought of a bearded truckie sitting behind the wheel of a big rig, struggling to meet his deadline by going 30 hours without sleep. Combine this clear carnal image of man with the notion of racing and you end up with a manly concept second only to construction yard flatulence.

Fans of truck racing, videogames and manhood in general (i.e. flatulence) now have reason to rejoice and be merry as UK developer, Jester, nears completion on *Super Trucks*, a racing title based on the real life sport of truck racing. The game promises to include real drivers, teams and tracks and all the other realistic odds and ends that separates men's games from boys. So far the game looks good, with some nice truck models all composed of a generous number of polygons, as well as an assortment of camera angles to race with. Expect it out here around April.


HITS FROM THE POM

Separated At Birth

Long lost siblings just waiting to be reunited.



1. Harry Potter



2. Prince Harry

In no apparent order: (a) they're both British; (b) they're both teenagers; (c) they both go to weird schools; (d) they both have had books written about them; (e) they've both been in the papers recently; oh and finally (f) one Harry's surname is 'Potter', the other is a mad dope smoking brother of the future King.



10 BEST EVER

PARTY ANIMALS

This motley crew have had their fair share of accolades thrown their way for their gaming prowess, but *PSM* just wants to party with them!



1. Animal
Muppet RaceMania (PSone)

This is one freak that'd liven up any party. He'd even be good value at a wake! He da man!



2. James Bond
Agent Under Fire (PS2)

007 would add class, although he's fussy with his martinis and he'd have all the women...



3. Harry Potter
Harry Potter (PSone)

Being a wizard, Harry'd have the best party tricks around and he knows how to party... Dig?



4. Lara Croft
Tomb Raider (PSone)

Lara scores an invite just for the hard work she's put into gaming. And she's kinda hot, too.



5. Toad
Mario 64 (N64)

It wouldn't be a party without at least one magic mushroom, and Toad is the coolest on the block!



6. Abe
Abe's Oddysee (PSone)

Abe would just add a great freak factor. Plus he'd make everyone else look more appealing.



7. Forest Law
Tekken 3 (PSone)

All parties need a bouncer and Forest is tougher than those pretenders from *The Bouncer!*



8. Winky
Pac-Man (Arcade)

All parties die down eventually and this fella would be great at dawn time for ghost stories.



9. Reiko Nagase
Ridge Racer Type 4 (PSone)

She's foxy, and with her around, there's always a good chance of a catfight with Ms Croft.



10. Pammy
VIP (PSone)

Seen her in action? Pammy sure knows how to P-A-R-T-Y. She'd teach you a thing or ten.

GET YOUR GEEK ON

LINUX FOR PS2

At the LinuxWorld Expo held in New York earlier this year, Sony revealed plans to release its *PS2 Linux Kit* in the US (May) and Europe (June). The hardware/software kit, currently only available in Japan, allows users to develop and run Linux applications on the PS2. Programs such as a word processor, a spreadsheet, and an MP3 player were demonstrated at the expo.

On successful application, users can purchase the \$US199 kit, which includes two DVDs (development software), a 40Gb hard drive, Ethernet adapter, keyboard, mouse, and monitor cable adapter with audio connectors. A local release has not been confirmed.

SKID MARKS

FATAL FRAME

It seems every Japanese developer is dead set keen on having its own survival/horror game. Tecmo, creator of the *Dead Or Alive* series, launched *Fatal Frame* locally last year, and it's headed this way soon.

The supposedly true story involves a young girl, Miku, and the search for her missing brother, which takes place in a haunted mansion. Packed with plenty of spooky environments, Miku has just a torch and a Polaroid camera. In an interesting twist, she must capture the souls of evil spirits by taking their photo. The developer is quoted as saying it "just wanted to make the scariest game imaginable".





“...people wanted to compare our games to *GoldenEye* so we created the Siberian Dam”

Words: Richie Young

DETAILS



Name: Steve Ellis

Job: Game Designer, Free Radical Design

Having worked on the acclaimed Nintendo 64 game *GoldenEye*, Steve Ellis is a veteran first person shooter developer. Ellis and the rest of FRD did a great job enhancing the multiplayer side of shoot 'em ups in *TimeSplitters* but with the sequel it plans to create the best solo mode yet.

GET RADICAL

Free Radical Design knows innovation. Game designer, Steve Ellis, takes us behind the scenes of the sequel to the best PS2 FPS, *TimeSplitters*.

Official PlayStation Magazine: With the original *TimeSplitters*, it was obvious that with the single player mode you only had time to create what was essentially an amusing but brief device for unlocking extra features in the multiplayer mode. It's clear that much more time and energy has been lavished on the single player adventure in the sequel. What one feature has this increased development time allowed you to improve the most notably?

Steve Ellis: That's a tough question. I'd have to say that there isn't one specific feature that's been improved most — it's more of an all-round improvement. Everything has been improved — graphics, textures, special effects, animation, AI, menu system, mapmaker, even loading times. I'm most pleased with the whole objective-based single player side of the game.

PSM: *TimeSplitters 2*'s first level is similar to *GoldenEye*'s opening level. Was this intentional?

SE: When we were making *TimeSplitters*, we constantly said to people, “This isn't *GoldenEye* — it's a very different game”. Nevertheless, people still insisted on comparing it to *GoldenEye* and seemed to focus on what was missing — an objective-based single player game — rather than what was good about it.

When we started making the sequel, we decided that if people really wanted to compare our games to *GoldenEye* then we'd give them something on which to base a fair comparison, so we created the Siberian Dam. I hope those people now say, “This is much better than *GoldenEye*”.

PSM: The single player mode features a wealth of improvements but what about the multiplayer mode? Other than the i-Link feature, what deathmatch enhancements did you add?

SE: One of the things we've added is power-ups, such as invisibility.

PSM: How will the gameplay differ when you are playing cooperatively

with two players — will there be any extra objectives or increased numbers of enemies?

SE: There will be a number of special objectives that require both players to cooperate and do different things in order to complete the objective.

PSM: The enemies themselves seem a lot smarter this time around. What are some of the most obvious ways this enhanced AI will impact on players?

SE: It will be a much more immersive environment, with enemies that have a wider range of capabilities.

PSM: The bullet trails look fantastic. Will there be any bullet-time or combat boost-style slow motion in the game?

SE: I agree that some sort of slow motion ‘bullet-time’ type effect would be nice, but I also suspect that you'll be seeing that in a lot of upcoming games and you'll soon get bored of it. We haven't made a final decision on it yet.





RESIDENT EVIL: GENESIS

It's time to pray to the gods of pop culture. With any luck, this could be worthwhile.

Over the years we've come to love and fear the *Resident Evil* series, but now with its silver screen debut almost here, can it live up to the name? Starring Milla Jovovich (*The Fifth Element*), Michelle Rodriguez (*The Fast and the Furious*) and Eric Mabius (*Cruel Intentions*), the plot sees a fatal accident take place in a secret research facility within the Umbrella Corporation. A deadly virus kills everyone at the facility, only to have them return as, you guessed it, zombies. To complicate matters, as well as slaying all the zombies, the trio must also destroy the supercomputer 'Red Queen' that runs the complex, which has also turned homicidal. The movie is due out here on June 20. Hopefully, it won't destroy another of gaming's perennial pillars for the sake of a few dollars in the kitty. 



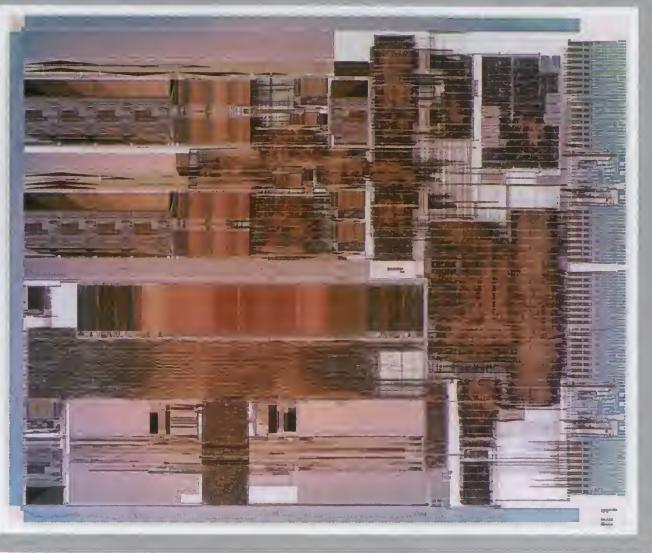
DUST UP

ACCC GETS BACK UP OVER SONY LEGAL PRACTICES

The Australian Competition and Consumer Commission is set to get involved in a Federal court battle started by Sony Computer Entertainment. SCE is in the process of trying to stamp out all mod-chip activity in the Australian gaming community, an act that will prevent PlayStation owners from purchasing games overseas, as well as making legitimate backups of games already owned.

The ACCC has pointed out that overseas markets receive games much faster than domestic markets, often having games that will never see an Australian release. It was also quick to point out that acquiring software from overseas is in fact perfectly legal and in line with the Copyright Act provided the goods are for private use only. ACCC Chairman, Professor Allan Fels, has stated that Sony is "preventing Australian consumers from reaping the benefits of globalisation" whilst also "creating and maintaining artificial barriers to trade".

Sony has been quick to respond, however, with Sony Australia's Managing Director, Michael Ephraim, retorting, "The main reason we want to stop the modification of PlayStation 2 is piracy." Mr Ephraim claims that the cause of the delay in software was because games needed to be converted to the Australian television standard. An official reply from SCE Australia argued further that it was not their intention to "restrict the rights of Australian consumers to buy or play computer games which are lawfully made or are in accordance with the specific sections of the copyright legislation". The case will be heard before Sydney's Federal Court in April. 







LIFE ACCORDING TO PLAYSTATION

Whether it's the birds and the bees or grenades and AK-47s, there's a lot your trusty PlayStation can teach you about life. Sceptical? Read on and believe in the power of (PS)one. Or PS2.

Words: Narayan Pattison



PSM's Sub Editor comes home from a night at the pub.

YOU'RE A STAND-UP GUY

It doesn't matter what situation you find yourself in, the moment someone kidnaps your girlfriend (something that happens alarmingly often), you seem only too happy to drop everything and risk certain death to rescue her back and ensure evil is punished. Just once it'd be nice to see someone dismiss the situation and say, "She'll be right. She took some self defence classes a couple of years ago and there're only 600 thugs in the gang holding her. I'm heading home to watch the footy."

THERE'S NOTHING A GOOD BANDAID CAN'T FIX

You might have had the crap kicked out of you by 20 guys for the last five minutes and be one punch away from dropping dead, but if you stumble across one of those first aid boxes that always seem to be lying around on footpaths, you'll be tiptop in a flash.

TWO-DIMENSIONAL

Gals in PlayStation land don't seem to have a lot of options open to them. Either you'll be a helpless princess waiting for some heroic chap to save you or you'll be a tough-as-nails heroine, the might of whose courage is matched only by her staggeringly well-endowed chest.

SWIMMING IS NOT AN OPTION

You might be the sort of Rambo who can laugh off a volley of bullets to the chest and snigger at the thought of copping a rocket to the head, but you better not trip and fall into any water. Hand-to-hand combat and advanced weapons training seem to be assumed knowledge by the time you're old enough to walk, but it doesn't matter how many heroes drown in puddles — water safety just doesn't make it onto the curriculum. A moment's silence for the silent victims of action games: the drowned.

PEOPLE TRYING TO KILL YOU ARE SURPRISINGLY NICE

Being a one-man army is one of the most popular professions in the land of PlayStation, so you'll no doubt spend a fair bit of time getting into the odd skirmish without anyone to help you out. The good news is that even though there may be hundreds of gun-toting, kill-crazy thugs determined to shoot you dead the second they see you, they're also kind enough to conveniently place handy health packs and boxes of ammo for you in the corners of most rooms.

UNBREAKABLE

If you're lucky then most windows will shatter when you fire a bullet through them, but pretty much anything else (doors, furniture, trees) seems to be made out of some ridiculously tough titanium alloy and will be left with only the most minor spec of soot after countless thousands of bullets or rockets have been fired at it.

THE BOND VILLAIN APPROACH TO WORLD CONQUEST

It doesn't matter how badly these villains want to see you dead, they never seem to mind taking a break to share their dastardly plans with you. If you've spent any time in Solid Snake's world and been forced to sit through a few of Revolver Ocelot's half-hour epics, then you're probably wishing for the good old days of "I'm going to kill you now, ha ha!"

THE ABSENTMINDED THUG

Not only is every baddie a hopeless shot but they also have the attention span of a goldfish. A henchman may have just watched you gun down six of his mates, but if you run 50 metres away and hide behind a box, he'll soon forget you exist, allowing you to sneak up behind him ninja-style and bust a cap in his ass.





On the Woo with PS2



10 GAMES TO GET THE GIRL

Forget *TimeSplitters 2*. Wooing demands fun racing and music games. Save the bloodshed for your mates.



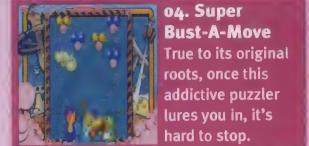
01. Wacky Races
A fun kart racer featuring Dick Dastardly and Muttley that offers laughs galore.



02. Ready 2 Rumble Boxing: Round 2
Romp in the ring as Michael Jackson or Shaq in this zany beat 'em up.



03. PaRappa The Rapper 2
Hilarious party game – press buttons in time to the music or it's game over.



04. Super Bust-A-Move
True to its original roots, once this addictive puzzler lures you in, it's hard to stop.



05. SSX Tricky
Super-duper snowboarding game with cool characters and huge and wild courses. Solid.



Achieve inner balance and harmony between your PS2 and the opposite sex.

Like any weapon, the PS2 can be dangerous and destructive if used incorrectly for the purposes of romance. Commit any of the following cardinal sins and your chances of combining boot up with booty will vanish faster than a dot.com's profit margins.

For a start, don't turn on the PS2 if there's a chance of doing the same to her. Even if they're on an equal footing in your mind, she needs to feel like she has more to offer than hour after scintillating hour of smooth-as-silk graphics, Dolby Digital and DVD capability.

Equally vital is that you don't become so involved in the TV action that you become oblivious to her desire to try a different style of gameplay. No matter how good you are, no girl was ever sexually attracted to a man because he went on a blood-crazed first-person shooter killing spree. In other words, subjecting her to watching you score practically guarantees you won't.

Getting so carried away in the game that you end up yelling "Die you scum-sucking motherbitch!" isn't a good look. If you can't maintain your composure, save your gaming time for when you're alone.

If your PS2 is to fulfil its potential as a romance revver, it's vital that you choose software with which she's going to feel comfortable interacting with. Opt for either platform games, with a story relying on cunning and guile, rather than flashy multiple button pressing combinations. Alternatively, find the girliest game you can to introduce her to the wonders of PS2. No, drop that copy of *Dead Or Alive 2* – we don't mean that kind of girly. It's time to dig out old PSOne music games like *Bust-A-Groove*. If you're confident that it will work to your romantic advantage, racing games like *Wacky Races* or the hilarious boxing game *Ready 2 Rumble Boxing: Round 2* on PS2 are perfect (as long as you let the babe in question cain your ass a few times... – *Slightly Sexist Ed*). You never know what feelings can be stirred up once her confidence starts to blossom. Just avoid the urge to show off, or even worse, start screaming recriminations at her over her lacklustre performance.

Every gamer knows the feeling of dissatisfaction that comes with buying a game too easily mastered. If it's not a challenge to gradually overcome, you're not getting your money's worth. However, when on the woo with PS2, it's mandatory that you minimise any frustration the babe in question might feel when coming to grips with your keypad.

In short, she needs to be good at the game instantly or she'll lose interest quicker than the time it takes for your home delivered pizza to go cold. Setting games at the easiest skill level is one option, but for the novice this may not be enough. This is where cheats come in handy. No, not the kind that two-times his girlfriend behind her back. The kind you can find on the Internet after doing a little online research or even within the pages of this venerable publication. You'll soon be imparting the secrets of eternal life, special moves and a whole lot more. Not only will you look authoritative, she'll also be racking up scores most first-timers can only dream of – which should at the very least get her motor running. And if you want to maximise the shared sense of achievement and excitement, make sure you encourage her by complimenting her successes, excusing her failures and generally boosting her ego.



THE GIRLS' GUIDE TO PLAYSTATION®2

Let's face it, girls. Any time a guy gets a chance to show off or compete, he probably will. It's the nature of the beast. Rather than laughing in derision when he tries explaining his indecent obsession with a hunk of plastic and electronics, radiate empathy and understanding. Nod your head a lot, emit 'oohs' and 'ahs' as he proudly explains in mind-numbing detail his prowess.

Always remember that the male ego is akin to a sculpture made of fairy floss – fragile, often insubstantial, and a good licking can reduce it to a brittle, tiny remnant of its former self. Here are some handy tips to help navigate the perilous waters of the male gamer psyche:

1 Men take gaming very seriously – beating him senseless at a game he's been playing for months the second time you pick up a joypad can cause untold damage to his ego. Telling a man "stop sulking" will not make him feel any better. Neither will telling him that "it's only a game". So play some more rounds and let him win a few times to restore his faith in his gaming prowess.

2 Men can be conveniently obtuse. Telling him "keep playing, we have all night" is not likely to elicit the response you desire – he will do exactly that. You might as well go home.

3 It's not his fault that games developers seem to come from a world populated by women with perfect complexions and bodies to match.

4 It's not your fault that games developers seem to also come from a world populated by men with perfect complexions and bodies to match.

5 Don't be fooled when a man claims he is "still warming up". These words are usually spoken when you have beaten him after a couple of rounds, but scientific research has proven that these words are the closest a man will ever come to admitting, "Okay, you beat me fair and square. I'm scared you're about to do it again... I've gotta psych myself up. Why the hell can't I beat you? You're a girl!"

Words: David Smiley Photo: Stone/Getty Images



06. Bust-A-Groove
Groovy PSone party game – hit buttons in time to the music and shake your booty.



07. ATV Offroad Fury
Four-wheeled mayhem – race around on quad bikes and spin up the dirt.



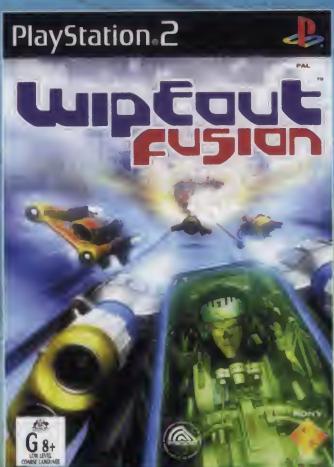
08. Super Bombad Racing
Surprisingly good kart racer with Obi-Wan and Jar Jar – rev it hard and giggle up a storm.



09. Wipeout 3: Special Edition
Extremely fast PSone racer with a wicked two-player mode and cool tunes to boot.



10. GT3: A-spec
Take the wheel of cars you can only dream of ever owning and hoon stylishly around lifelike tracks.



Get your heart racing with
WipEout™ Fusion, the most extreme,
heart pumping ride on PlayStation®2.
Featuring 45 futuristic high speed
courses, a throbbing soundtrack
and intense graphics.
It's time to get pumped.

PlayStation®2

THE THIRD PLACE



www.wipeoutfusion.com





Our informants at Skywalker Ranch asked us to blur their images to prevent discovery of their secret mafia past.

PlayStation®2

FACTS

Genre: Racing

On sale: March

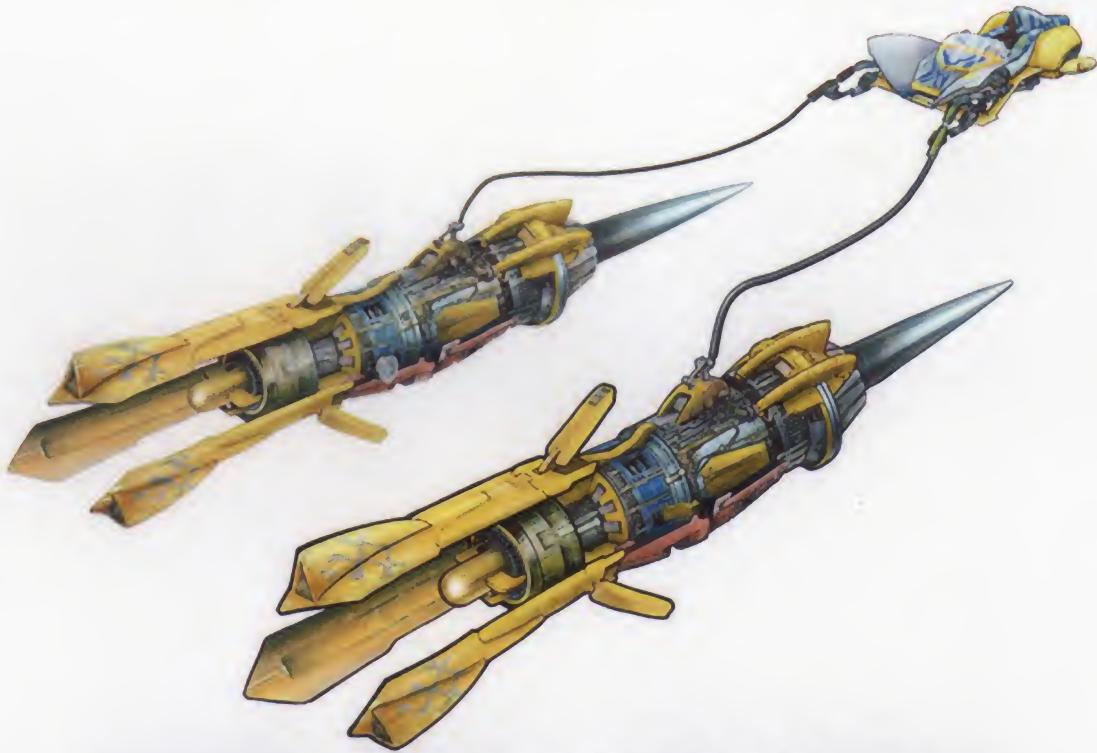
Players: Two

Made by: Rainbow Studios

Made in: US

Distributor: EA





IT'S PAYBACK TIME

Words: Richie Young

*EPISODE I BROUGHT ONE OF THE MOST STUNNING RACING SCENES TO THE BIG SCREEN IN THE WAY OF POD RACING. *STAR WARS RACER REVENGE* KICKS OFF WITH A CREW OF HENCHMEN OUT FOR ANAKIN'S BLOOD.*

A

far more aggressive and graphically brilliant *Racer Revenge* was recently unveiled at LucasArts' own headquarters in San Rafael, USA. *Racer Revenge* can be described as the sequel to *Star Wars Episode I Racer*, released on the Nintendo 64 way back in 1999.

LucasArts chose Rainbow Studios to develop the title, as its portfolio of racing titles is one of the more impressive within the games industry. Rainbow Studios is responsible for the PS2's *Atari Splashdown*, *ATV Offroad Fury* and *Motocross Madness* on PC — all of which were highly acclaimed.

Dale Geist, Producer of *Racer Revenge*, explained some of the complexities and aspirations intended for the game during development.

"We wanted to bring pod racing, which is the fastest racing around, to the PlayStation audience. So we went to Rainbow Studios as they've had some successful racing games. We designed it with them and they built it and we're publishing it.

"I think the main thing to keep in mind about this, when we went in and began the design we took a look at the original racer and we asked what we'd do to improve it. The things we identified as being the most successful were the sense of speed. It was a tremendously fast racing game, and we thought that was very exciting and the people really dug that. Secondly, »



» we thought the tracks were really well designed and interesting to play in these various Star Wars planets.

"We decided to streamline the upgrading process. In the previous version it was a little bit more of a GT3 model where you went in, you had money to spend, you picked your part. This one goes a little bit more towards an SSX type of model where you do have a certain amount of money to spend, but you directly apply it to upgrading various attributes. So that was one of the simplifications we made."

"The other thing that was in the pod racing in the movie that maybe the original game didn't capture so well was the aggressiveness. If you recall the pod racing sequence in *The Phantom Menace*, it's a very aggressive sport

and people were always trying to knock each other out, sometimes successfully. We wanted to add that element. There're a lot of interesting design challenges in adding this element of being able to really literally knock people out of the race."

Only a few laps of hands-on play was needed to convince us that *Racer Revenge* was the genuine article. Ultimately, it was

"THE CARNAGE AND WRECKED SHELLS OF EXPLODED PODS LAY STREWN THROUGHOUT FOR THE ENTIRE RACE..."

the speed and smooth frame rate that made the original so popular. Furthermore, these attributes have not only been improved upon, they also blow what the N64 game offered right out of the water.

Exactly as was claimed, computer opponent behaviour is now far more aggressive, and the vehicles are not only bigger, they are faster and appear in greater detail. With a total of 13 tracks, it seems the designers have taken a more experimental approach with some of them. Amongst those included are a jungle track, racing through encased glass tubes protected from the poisonous atmosphere outside, the half sun and half shadow world of Ryloth, the Boonta Eve Classic from *Episode I* and even a new track that looks to take inspiration from the anti-gravitational ways of *Wipeout*. Subsequent plays reveal secrets and short cuts within each, adding more variation — particularly with two-player duelling.



Ewok The House

Star Wars needs no introduction. In terms of popular appeal, the original trilogy and its prequels have spawned a marketing phenomenon that has now extended over two decades. But who is George Lucas?

Amongst the records for all-time US box office takings, all four of the *Star Wars* movies released to date occupy positions amongst the top 12. With an astounding US\$600,788,188, only *Titanic* (released in 1997) has taken more punters' cash at the box office. *Star Wars* (released in 1977)

comes in second at \$460,998,007, *Star Wars: Episode I — The Phantom Menace* is third at \$431,088,297, *Return Of The Jedi* is ninth at \$309,205,079 and finally, *The Empire Strikes Back* is 12th with \$290,271,960 in takings.

The brainchild behind it all is, of course, George Lucas. Alongside his movies, Lucas has now



All up, there are 13 tracks set over five worlds — Ryloth, Gamorre, Mon Calamari, Sullust and Tatooine. Die-hard *Star Wars* nuts will be interested in how the story surrounding *Racer Revenge* fits into the mythology of *Star Wars*.

Set eight years after *Episode I* takes place (where Anakin humiliated Sebulba in their pod race showdown, i.e. *Episode II*), Sebulba has returned for vengeance and has brought with him a faster racer. Anakin, too, of course, has increased his own skills and Jedi powers, and with simulated speeds of 600mph and the new Knockout feature, the stage is set for a title with enough credibility to impress both *Star Wars* and racing fans.

Tactically there is far more depth to factor in. The KO mode takes some getting used to as once you've spent

generated a multimedia culture surrounding his *Star Wars* universe. His companies and licensing deals have allowed *Star Wars* books, action figures, bags, clothes and videogames to be released.

While Lucas maintains that *Star Wars* is still very much 'his baby', Lucas now employs an entire team to ensure that the 'integrity' of *Star Wars* is maintained with every product release — a daunting task, considering the ever-growing cast of characters. Ironically, this appeal within pop culture through the movie's own marketing, the release of *Episode I* and the planned release of the remaining two 'prequels'

have caused disenchantment amongst the trilogy's most uncompromising fans.

Born on 14 May, 1944, in Modesto, California as George Walton Lucas Jr, Lucas' life in cinema began in earnest in 1965 with the completion of his amateur black and white short entitled *Look At Life*. Originally, Lucas had serious plans of becoming a racing car driver but after a fateful accident, Lucas decided to pursue other passions.

After winning the First Prize at the 1967 National Student Film Festival, Warner Bros granted him a scholarship that in part allowed him to watch fellow movie legend Francis Ford Coppola direct *Finian's*



your machine, your race is over. Knocking out racers will earn you extra truguts (the *Star Wars* monetary currency) though, and the aggressor will inflict more damage than they receive.

Rainbow has not overlooked details to give that element of polish. The carnage and wrecked shells of exploded pods lay strewn throughout the courses, so on subsequent laps the damage remains visible. The sand effects on the outdoor tracks also impress.

Unlike the original, where you are allowed to re-start after every explosion, you must remain constantly aware of your damage and heat meters. The exact mix of conservation with timed boosts are the key to success.

Similarly, airbrakes also allow your pod to get into a powerslide, making cornering more stable while maintaining top speed.

Sources at LucasArts revealed that pod racing won't actually appear in

FORCE IT OUT

With so many spin-offs generated from the *Star Wars* phenomenon, George Lucas decided (in a move to protect quality control) to establish an arm to concentrate on making videogames. Hence, LucasArts Entertainment was born in 1982. According to LucasArts' themselves, its "design philosophy is consistent with its movie heritage. Each title combines vital film elements — compelling storytelling, painstaking character development and vivid settings — with the most sophisticated technology available to game makers today."

Working quite closely with its sister company, LucasFilm, the game producers must gain permission for the use of characters and to maintain consistency with the *Star Wars* ethos, and everything must pass through approval at a department specifically set up for this purpose at Skywalker Ranch.

Brett Tosti told *PSM* that their access to material was a great advantage.

"There was a lot of rumours that we took actual models from the movies (for *Star Wars* games). We certainly used a lot of the models as reference. Just the way that they built them and their use is different from our use. So we recreated all of them and we used any reference we could possibly get our hands on, whether it's the actual model from the movie, some technical document from the essential guides or *Star Wars* books."

"We do have complete access to all the classic *Star Wars*. It's a little bit more difficult if we were doing an *Episode II* game right now because as things are still in post production, they may change it. So they're very reluctant to give us any of that material."



Skywalker Ranch offers counselling for people getting over how lame Jar Jar Binks was in *Episode I*.

Rainbow. After they befriended, the two formed their first production company under the name American Zoetrope.

As Coppola was recruited to make *The Godfather*, Lucas pursued his own aspirations and wrote and directed the dramatic comedy *American Graffiti* that featured Ron Howard, Harrison Ford and Richard Dreyfuss. This release is regarded as being Lucas' 'real' silver screen debut. And it was an impressive one at that! It earned Lucas his first Golden Globe and attracted five Academy Award nominations.

With show business being show business, George Lucas was thrust into

the spotlight, giving him enough weight to start work on an ambitious project that was to become *Star Wars*.

As a means to an end, Lucas established separate companies that would specialise in aspects of movie making that he needed to achieve his vision. Industrial Light and Magic and Skywalker Sound were set up and have since gained their own prominence as specialised services. Alongside winning seven Academy Awards, it has earned Lucas a pretty penny. As part of his deal brokered with Fox, Lucas reportedly chose to forgo his salary in exchange for 40 per

cent of the movie's takings and 100 per cent of the merchandising rights. With this decision, Lucas proved his business acumen matched his creative prowess.

Star Wars was not to become Lucas' single triumph. Working alongside Steven Spielberg for many of his projects, Lucas was also responsible for *Indiana Jones*, *Willow*, *Labyrinth*, *Leprechaun* as well as the forgettable *Howard The Duck*.





» Episode II, however, Anakin (as he appears in Episode II) is playable, with a cast of another 17 characters — many of which have never been seen before! Each racer also has an individual pod racer, and not only do they appear differently from one another, they also have distinctive attributes and their different 'weights' are noticeable.

Two-player mode is a highlight. *PSM* would have liked to have seen four-player racing included, or use of the i.Link cable, however, competitive gaming is achieved. On-screen activity remains at a high level, with no sign of slowdown. On some tracks, however, there is very minor background 'pop up' evident, although LucasArts assured us that it was hoping to rectify this aesthetic flaw.

Game modes include lap attack, allowing you to race against a 'ghost' of yourself, and each mode is supported by a superb replay.

Audio effects are another highlight present in *Racer Revenge*. Sound effects are now traditionally one of the distinguishing things that LucasArts does well, although the race commentary can be likened

"AT TIMES, UP TO 30 PER CENT MORE IS HAPPENING ON SCREEN ... BIGGER EXPLOSIONS ARE MORE NOTICEABLE"

to over-the-top, audacious race callers found in *NASCAR* games.

Racer Revenge will become a favourite amongst the Star Wars brethren and even the most jaded racing game aficionados. Unlike other Star Wars franchised games that managed to hit the shelves, *PSM* predicts that this baby will smoke 'em all!

STAR WARS JEDI STARFIGHTER

FIGHT FOR YOUR RIGHTS

LucasArts has been hard at work completing *Star Wars Jedi Starfighter*, the sequel to 2001's successful *Star Wars Starfighter* (reviewed in issue #03 of *PSM*) for the PS2. *Jedi Starfighter*'s Producer, Rachel Bryant, and Designer, Tim Longo, detailed the many new features and levels apparent to *PSM*.

Gearing towards a worldwide release later this month, initial impressions suggest that there is little changed from the original. In fact, this couldn't be further from the truth, as gameplay has been altered drastically with the introduction of new attacking features, and a heavy emphasis placed on 'Jedi powers'. The team behind it claims they made conscious moves to place the gamer in the position of a Jedi Knight.

Set 10 years after the first game, the character of Nim re-appears. Sharing the same timeframe as *Episode II*, it's with great interest that the game's plot will interweave and complement the events of the movie. Another character of note that

"Hey, wanna check out my lightsabre?"
Producer, Rachel Bryant, and Designer, Tim Longo, shoot the breeze.



will appear is Adi Gallia, who is heralded as being the Council's top Jedi. A prototype starfighter is the main craft to appear. It is your goal to defend the Galactic Republic system from an evil captain, known as Toth, and his fleet of enemy craft.

Those desperate for any information surrounding the highly secretive *Episode II* plot will in the least get a sneak preview of what's in store through the clues and characters that debut in the game.

To disassociate itself with other flight sims, LucasArts paid more attention to the missions, adding elements from other genres. There will now be levels requiring you to snatch and grab loot. The real clincher though, is the weapon selection control, objective tracker and the new Jedi powers.

Scrolling between weapons is now faster and made possible with the D pad. It works in a similar fashion to the one used in *Red Faction*, and matched with new weapons (like the proxy mine), it has become a new strategy in defeating bosses.

Missions are now more seamless amongst one another, and the *Episode II* script has been taken into account. This has resulted in a game that is more involving, thanks to the attempt to make it an enthralling adventure.

The impressive visuals evident in the original have also received an (unbelievably) hefty boost. It's estimated that at times up to 30 per cent more is happening on-screen and the bigger explosions are certainly more noticeable and impressive. Five training missions that are more defined have also been added, as LucasArts felt

THEY'VE DONE WHAT NOW?

It's been almost a quarter of a century since *Star Wars* was released. Apart from becoming iconic figures for sci-fi nerds everywhere, the original cast have also been involved in their share of dodgy productions. No amount of Jedi power or help from N*SYNC can erase these stinkers from their archives!



MARK HAMILL (LUKE SKYWALKER)
His hand got the chop in *Empire Strikes Back*, and so did his career prospects. Hamill now puts bread on the table by voice acting in cartoons. Dork Side of the Force indeed.



CARRIE FISHER (PRINCESS LEIA)
Fisher's managed to deftly avoid most bad choices, although in the mid '80s she worked on gems like *Garbo Talks*, *The Man With One Red Shoe* and *Hollywood Vice Squad*.



Maintaining the ~~reigns~~, Anakin unleashes the beast on Sebulba.



that the opening level in the original was too difficult and ambiguous in its purpose.

Being set in almost complete 3D freedom, objectives often become lost in the huge space. The objective tracker is yet another small feature added so that confusion is no longer an issue and strategy returns to the fore.

Force lightning, Force shield, Force reflex and shock wave are the new Jedi powers available to be used as attacks. Each one has varying degrees of devastation depending on the accuracy of your timing (it works similar to a golf swing meter); you can completely annihilate sections of a fleet or only do temporary, minor damage. Jedi powers must be earned, however, and only become available as you progress through the game.

Detail within environments also extends beyond a leap in polygon density. The team have managed to develop 'component technology', allowing things like laser turrets to be separate entities to the buildings they are attached to and making them prime targets during raids.

The entire adventure can be completed in single player or through the split-screen cooperative mode. With 15 story missions, 10 bonus missions and over 40 new craft (including massive capital ships, three new flyable fighters and new enemy craft) *Jedi Starfighter* is the flight sim to look out for.

PSM just loves the fact that the LucasArts team wants to return to the mythology of Jedis. After all, it's all about the Force, isn't it?

MEANWHILE, BACK AT THE RANCH...

Completed in 1985 and set amidst the lush rolling hills of mid-northern California's Bay Area vineyards, Skywalker Ranch was built to accommodate the creative and administrative services of LucasFilm.

George Lucas' original proposals to build the Ranch were met with opposition from residents who feared that Skywalker Ranch would become a movie theme park akin to Disneyland. They couldn't have been further from the truth. The Ranch is a private estate that (apart from its purpose of creating LucasFilms) not only aims to preserve the natural habitat but has also become a sanctuary for rare animals. After decades of operation, the neighbours are now in complete support.

PSM is unable to reveal the exact location of the Ranch, and must inform that it is only open to invited guests and Lucas staff. It is, however, interesting in that it provides an insight into the working and psyche of Lucas and his employees.

On site, Skywalker Ranch is self-contained. It is, in the true sense of the word, a 'ranch'. To accommodate the 150 employees, a man-made lake known as 'Ewok Lake', four restaurants, a pool, gymnasium and childcare facilities have all been established. There is also a woodshop, cottage residences for visiting cast and crew, and a dedicated fire station on hand in case of an emergency.

Lucas' office is on-site and is situated within the 'Main House', as it is known. It is said that unless he is on location with a movie, Lucas is present every day.

Based on his floor plans, the wood within each building is all recycled from around the US, and the rooms are filled with personal treasures, rare movie paraphernalia and antique furniture hand-picked by George himself.

Two separate and completely soundproof screening rooms are also within the Main House. One is for staff, while the other is for George's personal use. It's said that George is visited by entertainment 'dignitaries' from time to time, particularly from his friends Ron Howard, Francis Ford Coppola and Steven Spielberg.

Star Wars fans can rest assured that every pain is made to ensure movies are completed with the utmost attention! It's also exciting news that a second Ranch is currently under construction as the remaining prequels head towards completion. It looks like plenty of exciting times still lie ahead for budding Jedis everywhere...



HARRISON FORD (HAN SOLO)

Ultra success didn't stop the man who did the kessel run in under 12 parsecs from working on masterpieces like *Working Girl* or the dire *Air Force One*.



DAVID PROWSE (DARTH VADER)

What's wrong with this guy? James Earl Jones played Vader's voice and managed to make a huge success of himself, while this guy wore the costume and faded into limbo.



PETER MAYHEW (CHEWBACCA)

Apart from groaning like a moron every five seconds as Chewie, this guy hardly set the world on fire. Exhibit A: *Terror*. Don't call us Pete.



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PlayStation.2

THE THIRD PLACE



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preview



It won't be long before keen gamers are tearing the wrapper off their new Xbox, so think of these titles as the ones meant to buy your loyalty to Sony!



DEUS EX

057

When you take a game that was pretty nerdy even for PC standards and convert it to PS2, you're facing an uphill fight. How has Ion Storm managed to up the cool factor?



TUROK: EVOLUTION

058

Travel back to a time of dinosaurs. *Turok: Evolution* takes the series back to a simpler time when Baby John Burgess was actually a baby and Tony Barber was in his mid-40s.



AUTO MODELLISTA

059

With a name like *Auto Modellista* you could be thinking Sega has gone a little *livin' la vida loco*. Not to worry, it mightn't push the gameplay boundaries any, but it sure is fun!



LEGEND OF ALON D'AR

060

"And verily, thou shalt speaketh like a complete dimwit when mention is made of any RPG game, so thy acquaintances may recognise you for the foolish dullard thou aspireth to be."



DOUBLE TROUBLE



Before the PS2 version of *Deus Ex* has even arrived, details of *Deus Ex 2* have already begun to emerge. Interacting with the environment plays a big part in *Deus Ex* but the sequel has plans to allow you to pick up and use literally everything in sight.



EYE FOR DETAIL



Deus Ex takes place in many real-world environments, from New York to Hong Kong. To get the authentic feel just right the developer went to the trouble of examining actual building blueprints of certain buildings to base the in-game locations on.



OPINION

For: Being able to tackle each mission with your own mixture of stealth, firepower and computer skills gives players a lot of freedom.

Against: The frame rate in the preview version was decidedly PSone-ish. If this sluggish speed isn't fixed before release it could be a significant problem.

What we'd change: For some odd reason the game gives you no way to attack enemies if you're not carrying any weapons. Where's the punch button, fellas?

**FACTS**

Deus Ex began life as a PC game and, like *Half-Life*, gained a lot of popularity for standing out from the hundreds of deathmatch-based shooters and offering a deep and involving single player adventure.

PlayStation 2

Genre: Shoot 'em up
On sale: April
Players: One
Made by: Ion Storm
Made in: US
Distributor: OzSoft

**GREY AREA** ←

Playing a rookie anti-terrorist agent, it's your job to investigate a strange virus known as 'The Grey Death'. Not quite as bad as The Black Death, but a little worse than The White Death, this new plague is a bit of a menace to society and it's up to you to remove the threat.

NIGHT STALKER ↑

Your eyesight is another ability that can be enhanced by the nano-augmentations. Juicing yourself up a little will equip your character with night vision, making the sniper rifle much more useful. Enhancing your sight further allows you to see straight through walls, *Robocop*-style.

**FULL-life**

DEUS EX

Building on everything that made *Half-Life* great, *Deus Ex* looks like being the first must-have PS2 shooter.

Deus Ex is the thinking man's *Rambo*. It has plenty of big guns and enemies to aim them at but it also has a wealth of puzzles and, more importantly, a variety of different playing styles on offer.

Taking inspiration from various tech noir classics like *Blade Runner* and *Terminator*, the game drops you into a dark future plagued by a strange virus. To survive in this dangerous future many people rely on 'Augs', slang for nano-augmentations that give people a variety of enhanced skills once they have been injected with microscopic robots.

It's this nano-augmentation that has the biggest impact on *Deus Ex*'s gameplay, opening the action up so that you can cater the style to your own tastes. Fans of shooting action can choose to carry more weapons at the beginning of a mission and juice up on reflex Augs, giving players faster and more accurate shooting skills. Adopting a policy of shooting first and asking questions later will mean that your character will attract more attention and get into plenty of frantic gun fights.

The Statue Of Liberty has been seized by terrorists and your first mission involves gaining access to the statue and eliminate the terrorist threat. The trigger happy types will have to tackle around 50 terrorists as they storm the front entrance but there are plenty of other, more subtle, ways to achieve your objective. Giving yourself a dose of speed and strength Augs and choosing to carry a light amount of weapons equips you well for a stealth approach. Using your enhanced speed to circle around enemies, sticking to the shadows and stabbing them with a knife from behind allows you to keep a low profile and avoid conflict. Your extra strength can also be used to push heavy crates around so that you can jump onto them and climb over walls to avoid heavily guarded sections.

Playing as a computer hacker is yet another approach you can explore. Again, you carry a light amount of weapons but this frees you up to carry more first aid kits and allows you to favour tech Augs to boost your computer knowledge and health Augs that teach you how to use the first aid kits more effectively. As a hacker you avoid enemies whenever possible and hack into systems to bypass locked doors and security.

Deus Ex's flexibility can be a little overwhelming at first but you'll soon find your groove, and the scope for replaying the game in its different styles is definitely welcome.



Narayan Pattison

"Use your **enhanced speed** to **circle around** enemies and stab them **from behind...**"



TUROK the house

TUROK: EVOLUTION

Taking its cue from the likes of *The Phantom Menace*, *Turok* fires into prequel mode for its PlayStation debut.

When *Turok* first appeared on the scene some years ago, Nintendo 64 owners were pleasantly surprised. It may have had a curiously prehistoric setting, but there was nothing Stone Age about its visuals or gameplay, which were then some of the best seen on the console. As the word got out, *Turok* rapidly gained cult status amongst the console FPS community. A trio of sequels followed suit, but while they were decent attempts, many felt that the atmosphere of the original had been lost.

As the protagonist Tal' Set prepares for his first battle on PlayStation 2, facing off against long time bad guy and general evil dude Captain Tobias Bruckner, Acclaim has left no stone unturned in its mission to provide FPS junkies with a seminal slice of the *Turok* experience. Not only will the PS2's power be used to take those signature *Turok* visuals to a new level, but Acclaim is devoting time to ensure AI and interactivity in particular are something special. Acclaim's AI system has been dubbed SDS (Squad Dynamic System), and promises to feature realistic reactions by both friends and foes to your actions. The action doesn't only stay on foot either, with the prospect of riding dinosaurs into action, even hopping aboard Pterodactyl Airways for some aerial carnage.

The great news is that Acclaim isn't just prepared to turf out a generic PS2 version of *Turok* confident in the knowledge that the name alone will sell copies. Rather, it seems to be throwing every recent FPS innovation into the mix in an effort to make a killer experience, hopefully not at the expense of focusing on the little details that 'make' an FPS work. Hamper enemy forces by destroying scenery, exhibit your stealth ninja tactics by giving alert enemies the slip, and possibly the biggest must-have for a modern FPS, multiplayer support will be in full effect, although Acclaim is being tight-lipped regarding details as to what gamers can expect.

By the time *Turok: Evolution* hits shelves, the expectations for PS2 gamers will be even higher than they are at present, with some great additions to the very high quality titles already on sale. With *Turok: Evolution*, Acclaim doesn't seem to be content with merely passing muster amongst its first person shooter brethren. It seems determined to shoot for the top spot on the 2002 Christmas FPS leader board instead.

PS

Justin Kranz

"...action doesn't stay on foot either, with the prospect of riding dinosaurs into action"

FACTS

Turok was a minimally hyped, non-licensed, brand new attempt at a newly emerging genre (first person shooter) that actually didn't suck, despite being outclassed by the superb *GoldenEye* on N64.

PlayStation 2

Genre: First person shooter
On sale: Late 2002-early 2003
Players: TBC
Made by: Acclaim
Made in: US
Distributor: Acclaim



GET MILITANT →

If there's one thing *Turok* is known for, it's the arsenal of weapons that Tal' Set has at his disposal. From homing missiles to disruptor beams, there's bound to be a few favourites for even the pickiest gamer. You can even blast landscape objects like trees onto unsuspecting victims!



DINO CRISIS ↓

It's one thing to be able to blow dinosaurs away, it's another to ride them into the fray. One of the highlights of *Turok: Evolution* is getting astride a friendly one-tonne prehistoric beast, and no, we're not talking about the Ed's dog. [Get it right. My dog's ugly, not fat. — Ed]





RED MAN →

Not Meth's good buddy, but the original deal. To plot desensitised gamers, the fact that the protagonist is a Native American may not mean much, but it's a breath of fresh air in the racial diversity deprived gaming industry with its plethora of Stars 'N' Stripes heroes.



LOOKIN' GOOD ←

Turok has always been about pushing its host console's visual capacity to the max, and you can be sure that Acclaim will be trying to wring every last drop of rendering power out of the PS2 in an effort to bring these visuals to gamers at the admirable 60fps standard.



OPINION

For: Variety with a capital 'V'. Heaps of weapons, plenty of different enemies, destructible environments, multiplayer, advanced AI — the lot.

Against: We're hoping that the focus on super-smart visuals at 60 frames per second hasn't impeded the implementation of a great multiplayer game.

What we'd change: No mention has been made of Internet capability. Online multiplayer is the future, so this would be great to see in *Turok: Evolution*.

GO speed racer

AUTO MODELLISTA

Take nifty cel shaded visuals, cross it with a racer and what d'ya get?



Concerned that most racing games are indistinguishable from each other and that the genre as a whole is stagnating, Capcom has thrown out the rule book and created a cartoon racer that focuses on team racing and gameplay that's plain old fun to play.

Cel shading is the term for creating 3D graphics that look much more like cartoons than polygons. The technique debuted in Sega's popular *Jet Grind Radio* and soon created a whole new style of graphics.

Freed from the constraints of strict realism, *Auto Modellista*'s cars are able to thrash around the track with clouds of stylish smoke billowing from the tyres and showers of spectacular sparks flying whenever the cars nudge each other. The over-the-top style immediately gives this game a lot more personality than the endless stream of *Gran*

Turismo wannabes and comes as a welcome change.

Despite the game's childish look, there's plenty of solid racing lurking under the bonnet. Authentic cars such as the Subaru Impreza, Toyota Celica and Mazda RX-7 all appear and mimic their real-life counterparts down to the last spark plug.

Team racing is *Modellista*'s biggest addition to the driving mainstays, allowing you and up to seven of your mates to team up and do anything possible to win. Online play is heavily featured and players are encouraged to form *Quake*-style clans to trade cars, statistics and plenty of trash talk.

Narayan Patterson

PlayStation 2

FACTS

Genre: Racing
On sale: TBC
Players: Two
Made by: Capcom
Made in: Japan
Distributor: THQ





SLICE 'n' dice

THE LEGEND OF ALON D'AR

After hanging in development limbo for eons, this RPG is finally making headway for a release.

Developed by Stormfront Studios, *The Legend of Alon D'ar* is an RPG adventure that looks to contain enough intricate storylines and characters to base an entire fantasy book on. Set on a floating world that is separated into various regions and areas, *Alon D'ar* revolves around an evil menace that awakes from a cocoon and is hell-bent on manipulating the land to its evil whim.

Enter the flawless hero Jarik, a peasant boy who was orphaned as a youngster due to his parents belonging to rival Orin (humans) clans. It just so happens that Jarik has lived many times before, constantly reincarnating as a hero of sorts and always with the same soul of the legendary hero Alon D'ar of the Chandarath race. Players get the opportunity to slip into Jarik's shoes and wander through the enchanting game land, eventually recruiting more would-be heroes who band together with Jarik in true Tolkien fashion.

The gameplay features the usual RPG fare, with lots of interaction with computer characters, gaining helpful hints and finding useful objects with which to aid your quest. There are, of course, large quantities of enemies to dispatch, and combat is a mix between real-time and turn-based fare. Whilst you must wait for your attack gauge to recharge, the combat is all in real time — there are no turns as such. If your enemy recharges faster, he'll hit you numerous times before you can respond. Once your attack bar is recharged you then have the opportunity of attacking whenever you please.

Whilst RPGs usually have both weapons and magic available to use in combat, *Alon D'ar*'s magic and skills options are almost overwhelmingly deep. Players can boost skills for all weapon types and even decide how specific that skill is for a particular weapon. For instance, if you master daggers you can decide if you would prefer to attack faster, or perhaps be able to make your opponent bleed continually even after you've struck. This level of detail is also extended to the computer-controlled inhabitants of the worlds.

Stormfront is really trying to go the whole hog and deliver a thorough RPG experience. The only concern is that it might be aiming too deep and end up making the game too complicated for its own good.

James Ellis

"Players get the opportunity to slip into Jarik's shoes and wander through the land..."

FACTS

It's remarkable that *TLAD* is still going to be released after the many transitional changes it has endured. It's been handed to many publishers and has had a name change (originally *Eternal Blade*).

PlayStation®2

Genre: RPG
On sale: TBC
Players: Two
Made by: Stormfront Studios
Made in: US
Distributor: Ubi Soft



USE THE WYRD ↑

The Wyrd functions a lot like the essence of life in the *Alon D'ar* world. Magic is based on its power, with the Wyrd being divided into various fates, including the natural types of water, fire, earth, air and sound, as well as barrier, absorption, white, voodoo and black.



GIRL POWER ↓

One of the more interesting clans or races in the game is a breakaway group of Orin warrior women. Called the Kemarr, these women fought their way free from their bossy male counterparts. Males are not allowed to "defile" female Kemarr warriors.





INCOMING

What do the coming months hold for keen gamers? One thing is for sure, with the PS2 facing competition from Xbox and GameCube, the stakes are high. Expect some ace games to hit the shelves!

March			
All Star Baseball 2003	PS2	Acclaim	Baseball sim
Conflict Zone	PS2	Ubi Soft	War strategy
Drakan: The Ancients' Gates	PS2	Sony	Action adventure
Endgame	PS2	Red Ant	Shoot 'em up
ET: Planet Emergencies	PSOne	Ubi Soft	Adventure
Final Fantasy Anthology	PSOne	Squaresoft	RPG
Force Of One	PS2	Infogrames	Driving
Grandia 2	PS2	Ubi Soft	RPG
Harvest Moon	PS2	Ubi Soft	RPG
Herdy Gerdy	PS2	Eidos	Action adventure
H2 Overdrive	PS2	Ubi Soft	Racing
ICO	PS2	Sony	Adventure
Jade Cocoon	PS2	Ubi Soft	RPG
Jekyll and Hyde	PS2	Cryo	Horror adventure
Jimmy White's Cueball World	PS2	Virgin	Snooker
Kelly Slater's Pro Surfer	PS2	Activision	Surfing
Knockout Kings 2002	PS2	EA	Boxing
Largo Winch	PSOne/PS2	Ubi Soft	Action
Legend Of Alon D'Ar	PS2	Ubi Soft	Adventure
Looney Tunes Space Race	PS2	Infogrames	Racing
Mat Hoffman's Pro BMX 2	PS2	Activision	BMX
Megarace III	PS2	Cryo	Racing
Monster Jam	PS2	Ubi Soft	Racing/combat
Mother Goose	PS2	Circle Incision	Arcade
Myst III: Exile	PS2	Ubi Soft	Adventure
Peter Pan	PSOne/PS2	Disney	Platformer
Pro Rally 2002	PS2	Ubi Soft	Rally
Rayman Rush	PS2	Ubi Soft	Action
Simpson's Cheap Skater	PS2	EA	Arcade skateboarding
Sled Storm 2	PS2	EA	Snowmobile racer
Space Channel 5	PS2	Sega	Music
Spec Ops	PS2	Take 2	Action adventure
Star Wars: Jedi Starfighter	PS2	LucasArts	Flight combat
Supercross 2002	PS2	EA	Racing
Test Drive	PS2	Infogrames	Driving
Vampire Night	PS2	Sony	Shoot 'em up
Villeneuve Racing	PS2	Ubi Soft	F1 racing
Virtua Fighter 4	PS2	Sega	Beat 'em up
Worms Blast	PSOne/PS2	Ubi Soft	Action
April			
Andre Agassi Tennis	PS2	Midway	Arcade tennis
FIFA 2002 World Cup	PS2	EA	Soccer sim
Final Fantasy X	PS2	Sony	RPG
Penny Racers	PS2	THQ	Racing
Tiger USA Tour	PS2	EA	Golf sim
May			
Britney's Dance Beat	PS2	THQ	Dancing
Freekstyle	PS2	Fox	Action
Gitaroo Man	PS2	THQ	Adventure
Medal Of Honor: Frontline	PS2	EA	Action

May (cont.)

Need For Speed: Hot Pursuit 2	PS2	EA	Racing
June			
Jimmy Neutron: Boy Genius	PS2	THQ	Arcade
Rally 2002	PS2	EA	Rally
Late 2002			
AFL	PS2	Acclaim	AFL sim
Aliens: Colonial Marines	PS2	EA	Action
Ape Escape 2	PS2	Sony	Platformer
Assassin	PS2	Take 2	Action
Appetite For Destruction: Axl Apocalypse	PS2	GNR Interactive	Fishing
Cool Boarders 2002	PS2	Sony	Snowboarding
Conan The Barbarian	PS2	Cryo	Adventure
Defender	PS2	Midway	Shoot 'em up
Duke Nukem: D-Day	PS2	Take 2	Shoot 'em up
Dukes Of Hazzard 2	PS2	Ubi Soft	Driving adventure
ESPN Winter X-Games	PS2	Konami	Winter sports
Evil Dead: Hail To The King	PS2	THQ	Action adventure
F1 World Grand Prix 2	PS2	Konami	Racing
Gangsters	PS2	Take 2	Action adventure
Gladiator Wrestling	PS2	EA	Wrestling
Gravity Games	PS2	Midway	Extreme sports
Hidden and Dangerous 2	PS2	Take 2	Action
Inquisition	PS2	Take 2	Adventure
Iron Storm	PS2	Wanadoo	Action
Jet Ion GP	PS2	Ubi Soft	Racing
Jurassic Park III	PS2	Universal	Action adventure
Kinecta	PS2	Sony	Racing
Mafia	PS2	Take 2	Adventure
Master Rallye	PS2	Micros	Rally racing
Maximo	PS2	Capcom	Action
Open Kart	PS2	Micros	Kart racing
Princess Pikelet	PSOne	Silly Sausage	Adventure
Planet Of The Apes	PSOne	Fox	Adventure
Primal	PS2	Sony	Adventure
Rogue Spear	PS2	Ubi Soft	Strategy
Rubu Tribe	PS2	Interplay	Action
Shaun Murray's Pro Wakeboarding	PS2	Activision	Water sports
Soul Calibur 2	PS2	Namco	Beat 'em up
Tekken 4	PS2	Namco	Beat 'em up
Tennis Masters Series	PS2	Micros	Tennis
The Getaway	PS2	Sony	Driving adventure
The Lost	PS2	Ubi Soft	Adventure
TimeSplitters 2	PS2	Free Radical	First person shooter
Tom and Jerry	PS2	Ubi Soft	Action
Turok: Evolution	PS2	Acclaim	Action adventure
Ultimate Fighting Championship	PS2	Ubi Soft	Fighting
Universal Monster	PS2	Cryo	Adventure
Vexx	PS2	Acclaim	3D adventure
Zarathustra	PS2	Neitzsche	Philosophy
Zidane	PS2	Cryo	Soccer sim

PSM is licking its lips in greedy anticipation over the following titles...

MOST WANTED



1. *Turok: Evolution*

It's ages away yet, but the quality of what's been seen so far and the breathtaking ambition of the project all point towards this one being a real breakthrough hit.

Release date: Late 2002

2. *Halo*

Since getting our grubby hands on an Xbox the verdict has been a solid thumbs up for this little beauty.

Release date: March 2002

3. *Virtua Fighter 4*

If you ever wondered why people pay so much to get those imported games a few months earlier, here is one reason. Stunning.

Release date: March 2002

4. *Transworld Surf*

You can never get enough decent surfing games, in fact, before *Sunny Garcia*, there hadn't been any. Things are heating up!

Release date: June 2002

5. *Chris Edwards Aggressive Inline*

Fruit-booting may be ordinary compared to skateboarding, but this game looks damn fine.

Release date: Late 2002

6. *MTV Generation*

Classy rock 'em, sock 'em action in this *Tekken*-meets-*PaRappa*-meets *Bass Fishing* RPG.

Release date: April 2002

7. *Xenosaga*

Gathering up as much hype as *Final Fantasy*, Namco's opus is looking s-w-e-e-t.

Release date: Late 2002

8. *Devil May Cry 2*

Most wouldn't have even finished the original, but late news just in confirms a possible release later this year!

Release date: Late 2002

9. *Doom 3*

Who knows if it will come to any console (Xbox is a good bet), but this will be a ripper on PCI.

Release date: 2002/03

10. *Grand Theft Auto Miami*

Those sneaky DMA folk are working away at both *GTA4* (2003), and this 'enhanced' *GTA3*.

Release date: Late 2002

Send your thoughts to:

Most Wanted, *Official PlayStation Magazine*, GPO Box 4089, Sydney NSW 2028.
Or e-mail playstation@acp.com.au

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SCHOOLIES
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SURFERS vs SHARKS

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TERRORISTS vs TOURISTS

Aussie kidnapped by al-Qaeda

SHANNAN TAYLOR vs DRUGS

Boxer KO'd by cocaine

CRAP ELVIS vs THE WORLD

He's a fat lot of good

"**MOST OF THE TIMES
I'VE BEEN WITH A
GIRL, IT'S BEEN IN A
THREESOME**"

CONFESIONS OF
A BIKINI MODEL

Cowgirls in
wet T-shirts

Going off in
Tamworth

Going down?
Yvonne will help

**MISS
AMERICAN
PIE 2 > SHANNON ELIZABETH**



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JOYPAD

Your guide to the great indoors

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Michael Caton	082



OFF THE PLANET

WHAT'S INSIDE

- [01] Play it to the max with our playable demo of *Maximo*.
- [02] Complete guide to *Agent Under Fire*.
- [03] We go ape with the release of *Planet Of The Apes* on DVD.
- [04] The man famous for *The Castle* and those classy beer ads, Michael Caton.





ON THE DISC >>

Here are six playable demos to make you shake your bon-bon.

EDITED BY James Ellis

E-mail comments and queries to playstation@acp.com.au or write to

On The Disc, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028, Australia

Note: We are unable to provide technical support over the phone.

As usual, this month's disc is crammed with nutritious gaming goodness for those PS2 owners who find themselves starved of any fresh gaming action. For the nostalgia lovers there's *Maximo*, for the FPS fans there's *Half-Life*, *Drakan 2* for adventure fiends, and if you just want something new and different check out *Herdy Gerty*.



Load the disc and scroll through between playable games and videos using ↓ and ↑. To choose within a section, use ← and →. Press ⓧ to select the demo you want. At the end of some of the demos you will need to reset your console.

Problems with your disc? Pack up your troublesome cover disc in an envelope and send it back to the following address. We will test it and, if it is faulty, we'll send you another. Please note we do not keep old discs in stock. Disc Returns, *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028, Australia



MAXIMO

■ PUBLISHER Capcom
■ GENRE Platformer
■ PROGRAM Playable

Anyone gaming back in the 16-bit era of consoles will no doubt take an instant liking to Capcom's *Maximo*. It's basically a 3D remake of its classic *Ghouls 'N' Ghosts*, chock-full of creepy locations to explore, treasure chests to find and massive bosses to take on. The game takes a lot of the fun elements of 3D platformers, like destroying goodie-filled crates, and combines it with some sword-swinging action to boot. Mastering the use of the double jump as well as power-ups like the flaming sword make *Maximo* as enjoyable as the classic it's based on.

■ Controls

↳ Walk
⊗ Jump
◎ Horizontal slash

◎ Shield toss
⊗ Vertical slash
[L1] Crouch
[R1] Look
[L2] Shield

■ Additional features

Remember that the shield only has a set number of attacks that it is able to withstand. Use it wisely.

■ Further information

Maximo: Ghosts To Glory was previewed in issue #10 of *PSM* (page 67).



HALF-LIFE

■ PUBLISHER Gearbox
■ GENRE FPS
■ PROGRAM Playable

Half-Life is a game that sucks you in and drags you under. Experience it on PS2 with this top class conversion by Gearbox Software that allows you to slip into the role of scientist Gordon Freeman on his first day of work for the secretive Black Mesa Corporation. Rather than just trying to run riot through the levels, don't be afraid to use your brain for some logical puzzle solving, whilst also trying to outsmart the freakishly intelligent AI marines. Crucial budgeting of ammo is advised, especially at the start of the game where the smaller

headcrabs can be taken out with the crowbar.

■ Controls

↳ Walk
⊗ Look
⊗ Use
@ Previous weapon
◎ Next weapon
⊗ Torch
[L1] Jump
[L2] Crouch
[R1] Fire
[R2] Secondary fire

■ Additional features

You won't conserve ammunition well or even survive long if you don't learn to use the PS2 version's lock-on feature for attacks, so get practising.

■ Further information

Half-Life scored 9/10 in issue #08 of *PSM* (page 18).



ROLLING VIDEOS

A sneak preview of what's in store for the PS2.



ACE COMBAT: DISTANT THUNDER

Genre: Flight sim
Hit the afterburners and take off in this graphical extravaganza that has you flying a wealth of missions in some truly expensive craft.



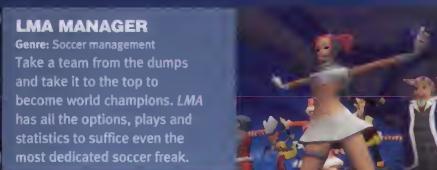
DEUS EX

Genre: First person shooter
Barring a tragedy in the conversion to console, every PS2 owner should start saving up for this masterpiece of a game that knocked *Half-Life* off its podium as best PC title.



LMA MANAGER

Genre: Soccer management
Take a team from the dumps and take it to the top to become world champions. *LMA* has all the options, plays and statistics to suffice even the most dedicated soccer freak.



**PLAYABLE**

DRAKAN 2: THE ANCIENTS' GATES

■ PUBLISHER Surreal
■ GENRE Action adventure
■ PROGRAM Playable

Whilst many adventure games have players setting off on a quest to accomplish an objective or liberate a magical artifact, few allow you the ability to team up with a massive dragon capable of transporting you around or attacking enemies. *Drakan* is the first to offer such a unique experience that doesn't seem like it's tacked on like a novelty. Flying around on the back of your dragon Arok leads to some amazing dogfights.

■ Controls

↳ Move
↔ Move camera/pitch up and down when swimming
D Pad Special combat techniques

Ⓐ Attack
Ⓑ Magic/block/parry/zoom in with bow
Ⓑ Jump/swim
Ⓓ Duck/roll/swim down
Ⓛ Hold to strafe/switch targets
Ⓜ Talk/pick up nearby items/call dragon
Ⓜ Cycle through hot slot items
Ⓜ Lock on to nearest target
Ⓜ Access inventory/spells
Ⓜ Pause/save/load

■ Additional features
A sort of role-playing game feature of the game is that players can specialise in melee, archery or magic skills.

■ Further information
Check out our review of *Drakan 2: The Ancients' Gates* on page 18 of this issue.

PLAYABLE

DYNASTY WARRIORS 3

■ PUBLISHER Koei
■ GENRE Combat warfare
■ PROGRAM Playable

Dynasty Warriors 3 improves over the original in many ways. Whilst the game is still about hacking up scores of on-screen opposition, *Dynasty Warriors 3* has improvements in all the right places, including more detailed character models and a deeper combo system that can lead to more hits being racked up against your foes if your execution is good enough. Probably the most useful new option in this game is the ability to take on hordes of enemies with a friend in the game's

two-player cooperative mode. The full game features a host of modes, including Story mode, Versus, Free Roam mode and Challenge.

■ Controls
↳ Move
Ⓑ Weak attack
Ⓐ Charge attack
Ⓜ Recovery

■ Additional features
Dynasty Warriors 3 features over 40 characters, with many of them needing to be unlocked in the game.

■ Further information
Check out our review of *Dynasty Warriors 3* on page 29 of this issue.

**PLAYABLE**

GODAI

■ PUBLISHER Audios
■ GENRE Action
■ PROGRAM Playable

Godai sees you take control of Prince Hiro, who is out to avenge the murder of his parents by mastering the five elements of earth, wind, water, fire and void. A third-person scrolling beat 'em up, *Godai* boasts a large variety of weapons and countless enemies to dispatch. Weapons include the typical ninja

variety of swords, swords and ninja stars.

■ Controls

↳ Movement
Ⓐ Jump
Ⓑ Punch
Ⓐ Block
Ⓐ Weapon

■ Additional features
Your weapons sustain damage and will have to be repaired occasionally.

■ Further information
Godai scored 7/10 in issue 11 of *PSM* (page 31).

**PLAYABLE**

HERDY GERDY

■ PUBLISHER Core Design
■ GENRE Puzzle/platformer
■ PROGRAM Playable

Herdy Gerdy is all about herding various animals from one point to another as well as through a host of obstacles. Far from being linear in the puzzle solutions, there are many ways each problem can be solved. The game's design is also unlike a lot of titles in that the graphics and character designs have a decidedly

Disney animated feel to them.

■ Controls

↳ Movement
↔ Zoom in/out
← Map
Ⓐ Jump
Ⓑ Use item
L2 / R2 Inventory

■ Additional features
Each level is littered with cowbells to collect.

■ Further information
Check out our review on page 22 of this issue.

**SPACE CHANNEL 5**

Genre: Music

Strictly for cool people only, *SC5* is a trippy experience featuring some fat tracks to get your fingers tapping. If you're a fan of *PaRappa The Rapper* then brace yourself for this.

STUNTMAN

Genre: Driving
The courageous Stuntman is coming out with all guns blazing, boasting some crazy aerial moves, as well as a good selection of tracks and cars. Lots of fun.

**VIRTUA FIGHTER 4**

Genre: Beat 'em up
VF4 looks sexier every time. PlayStation Towers grabs a gawk. Its inclusion on the PS2, along with the popular *Tekken* series, makes the console the one to own for fighting fans.

**ICO**

Genre: Platform adventure
Ico's strong game design and original gameplay should be experienced by every PS2 owner. It's chock-full of real world puzzles that rely on logical thinking to solve them.

WISE UP

Working things out for yourself may be a satisfying experience but, sometimes, nothing beats a sneaky bit of cheating. With this in mind, *PSM* provides you with the world's most cunning tips.



EDITED BY Justin Kranz

E-mail comments and questions to
playstation@acp.com.au

or write to

Wise Up, Official PlayStation Magazine,
PO Box 4089, Sydney NSW 1028, Australia

Sorry, but we are unable to provide game tips
over the phone

The big question is not "Why cheat?" but rather
"Why think of cheating when I could be dreaming
of *Virtua Fighter 4*?" Please consider, friends.

PlayStation®2 Tip of the month

MAX PAYNE



Level select

Complete up to Subway A1. Return to the menu, press **↑, ↓, ←, →, ↑, ←, ↓** and **Ⓐ**.

Unlimited health

Press **□** to pause the game, then press **Ⓐ, Ⓑ, Ⓒ, Ⓓ, Ⓔ, Ⓕ, Ⓖ, Ⓗ**.

Unlimited ammunition

Press **□** to pause the game, then press **Ⓐ, Ⓑ, Ⓒ, Ⓓ, Ⓔ, Ⓗ, Ⓕ, Ⓖ**.

All weapons/full ammo

Press **□** to pause the game, then press **Ⓐ, Ⓑ, Ⓒ, Ⓓ, Ⓔ, Ⓗ, Ⓕ, Ⓖ**.

Unlimited bullet time

Press **□** to pause the game, then press **Ⓐ, Ⓑ, Ⓒ, Ⓓ, Ⓔ, Ⓗ, Ⓕ, Ⓖ**.

Slow motion sounds

Press **□** to pause the game, then press **Ⓐ, Ⓑ, Ⓒ, Ⓓ, Ⓔ, Ⓗ, Ⓕ, Ⓖ**.

Eight pain killer pills

Press **□** to pause the game, then press **Ⓐ, Ⓑ, Ⓒ, Ⓓ, Ⓔ, Ⓗ, Ⓕ, Ⓖ**.

Last challenge bonus level

To get the bonus level, complete the game on 'Dead On Arrival' difficulty.

TIPS: PLAYSTATION®2

ACE COMBAT: DISTANT THUNDER



Expert mode

Successfully complete the game under the Hard difficulty setting to unlock the Expert difficulty setting. Now buckle up tight, as from there on it gets extremely tough to survive out there as you fly the unfriendly skies.

Alternative colours

Successfully finish the entire game in Ace mode.

All aircraft

Acquire an aircraft by destroying it in battle. This is easy, except for three specific fighters. Forget about the ground targets and dogfight instead, which is the true nature of an ace.

You can acquire three paint schemes for each aircraft. Two of the paint schemes can be acquired by destroying that colour aircraft in battle.

To acquire the special brightly coloured third aircraft, you must find and kill the pilot flying it. On each level of the game there is a single hidden aircraft (18 in total). When you see the aircraft, lock on; it will display the pilot's name next to the aircraft name and lock on square.

The aircraft will not show up on

radar until you get nearby. On radar, the aircraft will be marked with a red triangle instead of yellow. Each aircraft is always in the same place on their specific level. This is always in an empty spot on the map away from the main combat zone. The aircraft can usually be found directly behind the main combat zone.

To acquire the Yellow Squadron fighter (SU-37) of your nemesis Yellow-13, you must kill all of the pilots with names flying the special coloured aircraft (18 in total).

To unlock the X-02 Stealth Fighter, get an 'S' ranking on all 18 missions under Normal mode.

In order to get the second X-02, finish the game getting an 'S' ranking under the Hard difficulty. This will unlock a black plane.

Finish the game under the Expert difficulty setting with an 'S' ranking on all missions to unlock the last X-02. This one is silver.

You can get the Tiger Striped F-4E by completing the game once under any difficulty setting, then using the Continue option.

BALDUR'S GATE: DARK ALLIANCE

Cheat mode

Hold down $\square + \triangle + \leftarrow + \diamond$ and then press \triangleright during gameplay. A cheat menu with Invincibility and Level Warp options will be unlocked. Think before using it — completing the game doesn't take that long, and using these cheats spoils a fantastic first-time experience.



CAPCOM VS SNK 2



Boss Battle mode

To fight in Boss Battle mode, you must first unlock Shin Akuma and Ultimate Rugal by beating them in Arcade. To play Boss Battle mode, hold down \diamond and \circ while selecting Arcade mode and your Groove.

In Boss Battle mode you'll fight five opponents, all of which are special characters. For the first four fights you'll fight either Orochi Iori, Evil Ryu, Bison, Geese, Rugal or Akuma. For the final fight, you'll fight either Shin Akuma or Ultimate Rugal.

WINBACK: COVERT OPERATIONS



All multiplayer characters

Press $\uparrow, \downarrow, \leftarrow, \rightarrow, \leftarrow, \leftarrow, \leftarrow, \leftarrow, \leftarrow$, and then hold \diamond and press \triangleright at the 'Press Start' menu. The sound of a gunshot will confirm correct entry. All the bosses and a few army characters will be unlocked for multiplayer. Alternatively, successfully complete the game under the Easy and Normal difficulty settings.

UNREAL TOURNAMENT



Attractive because of its (rare) support for the superior keyboard/mouse control combo, *Unreal Tournament* still gets a spin at times despite superior offerings now out on other systems (*cough* *Halo*)

Fatboy Mutator

No, not a sly dig at overweight people nor the results of unfortunate genetic experimentation. To get in on the fat



action, press $\diamond, \circ, \diamond, \circ, \uparrow, \downarrow, \leftarrow, \rightarrow, \diamond, \circ$ at the main menu. Select Multiplayer mode and choose the Fatboy Mutator. Get killed for the new Mutator to get thinner.

Stealth Mutator

Press $\circ, \diamond, \circ, \diamond, \circ, \diamond, \circ, \diamond, \circ$ at the main menu. Select Multiplayer mode and choose the Stealth Mutator.

TIPS: PSONE™

PSOne™ Tip of the month



LOONEY TUNES RACING

Hidden characters

It's fun with the standard players, but this is even better! Enter the following cheats at the main menu.

Foghorn Leghorn: $\rightarrow, \rightarrow, \square, \diamond, \circ$ and \triangleright .

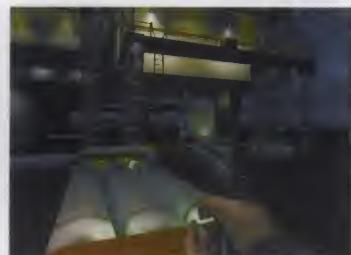
Pepe Le Pew: $\leftarrow, \rightarrow, \square, \diamond, \circ$ and \triangleright .

Yosemite Sam: $\leftarrow, \rightarrow, \square, \diamond, \circ$ and \triangleright .

Sylvester: $\leftarrow, \leftarrow, \square, \diamond, \circ$ and \triangleright .

AGENT UNDER FIRE

If you've been left shaken and stirred from frustration while playing *Agent Under Fire*, your fears are over. This month's comprehensive guide will help you become as super-slick as 007 himself.



GENERAL TIPS

Much of the long-term appeal of the game comes from trying to earn Gold rankings in all of the levels. Your score is affected by many factors: the speed at which you complete the mission, your health, accuracy with weapons (head shots are best), efficiency with ammunition, kills (the more the merrier) and completing Bond Moves. Medium (Agent) difficulty level adds 50 per cent to your score and the hard (oo Agent) setting will double your points. Once you have completed a level and earned Gold you can replay it and try to achieve Platinum by collecting the 007 Tokens for rewards you can use in the multiplayer mode.

TROUBLE IN PARADISE

Gold score: 50,000
Gold reward: Golden Gun
Platinum score: 50,000; four 007 tokens
Platinum reward: Rocket Manor Map

BOND MOVES

- Open the main door at the helipad by using your Q-Decryptor.
- Use your Q-Claw to get up to the roof at the helipad.
- Open the door using the Q-Decryptor near the first opponent. Punch his lights

out as soon as you have dropped in from above or he will sound the alarm.

- Open the Armoury door. The keycard is on the desk of the terminal the first opponent was working at.
- Open the gate with your Q-Laser.
- Shoot the red canister on the back of the forklift truck to blow away the henchmen surrounding it.
- Just around the corner from the truck, shoot the rope holding a crate in the air.

HINTS

A simple mission to start with. Following all the Bond moves and taking out a few opponents will lead you to completing the first objective of infiltrating the Research facility.

Remember to grab the body armour behind the crates on the left near the truck. If you conceal yourself behind the boxes the four men that eventually come around the corner will just run straight past.

You then need to grab the courier case and rescue Zoe Nightshade. In the Cultivation room watch out for the naughty monkey in the back right corner lobbing grenades at you. Don't proceed to the next room with the vials until you've taken out all the opponents — the grenades are handy.

In the Submarine Pen upper level the

sniper is the only opponent. Once below use the chemical tanks to blow up your opponents before freeing Zoe.

007 TOKENS

- Along the walkway of the roof at the start of the level.
- On top of the crates next to the padlocked gate.
- In the Cultivation room on the left side.
- Left of the stairs at the start of the third section before you take on the Sniper.

PRECIOUS CARGO

Gold score: 50,000
Gold reward: Golden CH-6
Platinum score: 50,000; six 007 tokens
Platinum reward: Golden Gun Map

BOND MOVES

- Shoot the villain out of the first helicopter. Splat!
- Shoot the tyres of the van.
- At the roadblock, shoot the barrels to the right to kill all the enemies.
- At the roadblock at the petrol station, shoot the sniper from the helicopter.
- Also at the petrol station, shoot the pump in the garage.
- Shoot the barrels between the two opponents on the left as you enter the final building.
- Shoot the next two enemies with rocket launchers above you on a platform.
- Shoot the barrels next to the forklift truck on the right in the last room.
- Shoot the red button then take out the red part of the crane to drop the container on the generator.

HINTS

Destroy everything in sight, but for the extra points you'll need to complete as many Bond moves as possible. Blowing up the tyres of vans and cars that chase you is a good bet.

007 TOKENS

- Shoot the roadblock of two cars before you first turn left.
- After the first roadblock, quickly shoot down the helicopter.
- Shoot down a lone assassin on your right-hand side after driving through the park.
- Shoot the opponent above the entrance to the final building.
- Shoot the large pillar in the middle of the section where the opponents fire at you from the catwalks.
- Take out the final building's right-hand fans after you have disposed of the two opponents packing rocket launchers.



DANGEROUS PURSUIT

Gold score: 70,000
 Gold reward: Unlimited Missiles
 Platinum score: 70,000; five 007 tokens
 Platinum reward: Stealth Bond Map

BOND MOVES

- Blow up the barrels just to the left of the first cars you encounter.
- Shoot the barrel on the road in the dock's warehouse area to blow up all the nearby enemies to the right.
- Destroy the petrol pump on the left of the map to blow up the nearby opponents who are packing rocket launchers and shooting at you.
- Use Q-Smoke on any opponent's car.
- Use Q-Pulse successfully on the van without damaging it.

HINTS

This isn't a difficult job at all. Just collect the weapons as you drive. Remember not to fire upon the van, and note that the Q-Pulse takes some time to fire up. Short cuts are shown on the map as wavy, light blue lines. It's a fun mission to replay and explore.

007 TOKENS

- As soon as you start, turn the car around and you'll find a token at the end of an alley boarded by shipping containers.
- Shoot the wooden crate on the road after the first blockade to reveal the token inside.
- Inside a large blue building. Keep going left until you reach it.
- Further left just after the blue building there's a petrol station with a token behind it.

- Further left and there's a token after a phone box.

BAD DIPLOMACY

Gold score: 70,000
 Gold reward: Golden Accuracy
 Platinum score: 70,000; four 007 tokens
 Platinum reward: Gravity Boots Power-up

BOND MOVES

- Find the box next to the trip wire on the left after going through the kitchen using the Q-Specs. Open it and cut the wires with your Q-Laser.
- Disable the second trip wire the same way. The box is on the right.
- Find the secret door using the Q-Specs again near the end of the first floor corridor near the locked door.
- Use the Q-Claw instead of the ladder to get to the second floor.
- Enter the first door on your right when you get to the second floor. You'll get a peepshow from Malprave and a keycard.
- Whack the Griffin clone using just your bare hands.
- Disable the final, moving trip wire. The box is on the right.

HINTS

Another relatively simple operation, despite the fact you can use your normal weaponry. If you follow all the Bond Moves you will have completed the mission without too many problems. Just remember to take the guards out of commission before they can manage to sound the alarm.

If you're after maximum points, use your hands to fight instead of using darts for double points.

007 TOKENS

- The room after the lift at the end of the ground floor level (next to the darts).
- On the first floor balcony. Turn left when you come out of the lift.
- In the secret door found using the Q-Specs after the second trip wire has been activated.
- Between the glass display cases featuring urns, just after finishing off the Griffin clone.

COLD RECEPTION

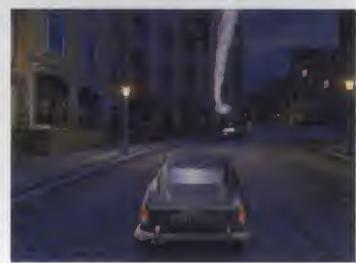
Gold score: 90,000
 Gold reward: Golden Clip
 Platinum score: 90,000; seven 007 tokens
 Platinum reward: Guard model

BOND MOVES

- Get the keycard from the bookcase by going through the central door from the main foyer area.
- Enter the door on the right of the main room and use your Q-Laser to remove the padlock and climb through the grate.
- Photograph the model of the rig in the mainframe room using the Q-Camera.
- Use the Q-Claw to get up into the second duct after going through the first.
- Use the keycard on the mainframe to disable the alarms.
- Kill an opponent by shooting a valve and spraying him with steam.
- Get the Security Door program.
- Use the Security Door program to open the door with your Q-Remote.

HINTS

In the foyer, don't use the button on the centre desk. Open the other ➤



» two one at a time, keeping as quiet as possible and turning off the alarms quickly if they are activated. Then you've got free reign to wander about and take photographs (and play the piano!).

It's best to use the grates so you can enter a room unannounced and kill your opponents before they have a chance. When in the mainframe room the first thing you should do after killing the guards is disable the alarms by using the keycard. Otherwise every time you download from the data ports the alarms will go off.

In the final section make sure you use the barrels and valves to blow up your opponents creatively. There is armour here if you need it. Just watch out for the tough buggers after you open the Security Door with your remote, and the sniper right at the end.

007 TOKENS

- Go through the door on the left just off the main foyer.
- From the circular room crawl through the second set of vents towards the blueprints.
- In the mainframe room just to the right of the stairs.
- Q-Claw up into the second duct above the cave.
- Keep going along the duct, shoot the barrels and drop down. The icon is in an alcove.
- After the blast doors, there's another icon on top of the steam vents. It's a little tricky to jump up.
- At the bottom of the cave behind a water container and at the foot of a ladder leading to the top.

NIGHT OF THE JACKAL

Gold score: 90,000

Gold reward: Gold Grenades

Platinum score: 90,000; four 007 tokens

Platinum reward: Viper Weapon

BOND MOVES

- Jump onto the balcony where the second sniper is near the safehouse.
- Enter the safehouse after using the Q-Claw.
- Q-Claw again across to the Embassy.
- Save the hostages.
- Open the secret door behind the Union Jack flag.
- Save Natalya Damescu.
- Press the button to drop the Jackal into the Vat.
- Shoot the helicopter pilot with your sniper rifle.

HINTS

The pace is getting a bit quicker now, so you'll need to be on your toes from the outset.

There are plenty of opponents on the streets so get cracking. Start with the soldiers right in front of you then take out the opponents on your right, including the guy lobbing grenades. Then take out the sniper on the roof.

Grab all weaponry and if you need more help there's weaponry and armour behind glass in the nearby shops. Once you walk around to the archway you'll discover three more opponents than another sniper.

Make sure you jump across to the sniper's balcony if you want to complete all the Bond moves — you need his rifle to take out the helicopter pilot at the end. It's pretty straightforward then until you get to the Embassy. Just watch the lady who runs straight at you as soon as you enter. You obviously need to avoid shooting the hostages and take out the hoodlums. There's another surprise in

the hallway with a window exploding to reveal a soldier taking pot shots at you. Then the kitchen is full of opponents. Head through the Union Jack and save Damescu. After the lift shoot the drums to blow up the bad dude and grab the armour. It's now time to take on the Jackal. You can just shoot her but she's very tough so it's much easier to use the button on the right to drop her into the vat once you've got her across to the middle of the platform.

007 TOKENS

- In a shop window on the right past the Embassy where the Firensi and Armour are found.
- On the balcony where the second sniper was.
- In the room to the right of the lady hostage wearing red.
- On the embassy roof behind some crates at the far end.

STREETS OF BUCHAREST

Gold score: 100,000

Gold reward: Lotus Esprit

Platinum score: 100,000; six 007 tokens

Platinum reward: Alpine Guard Model

BOND MOVES

- Shoot both helicopters down at the train station.
- Use Q-Slicks on any opponent's car.
- Jump the bridge blown up by the chopper.
- After picking up the chip, keep going straight through the archway tunnel ahead. You should go up on two wheels in between the cars.
- Jump across the road.
- Now in the tank, in the first open area shoot the barrels to the left of the van to blow everything up.

- Shoot down the first helicopter.
- Shoot down the second helicopter hovering over the bridge.
- At the end of the Night Vision section when M says that Malprave has commandeered a supply train, there is a limo and two men. Shoot the barrel to the left of the limo to blow everything up. It's difficult to spot.

HINTS

One of the most entertaining missions in the game with driving and on-rails mayhem. The driving section isn't difficult but might require a few goes to find all the Bond Moves.

Some might also find the jump a little tricky. Remember to pick up the Q-Boost, switch weapons immediately to have it ready to go, and boost well before you hit the stairs to jump over the river.

When in the tank it's possible to complete almost the entire mission with just the chaingun, but shells are handy and more accurate for blowing up vehicles. To complete the mission you must switch to the cannon and shoot the red car on the train while it crosses the bridge.

007 TOKENS

- Behind a pillar when the road splits in two, near the bridge.
- At the far end of the train station.
- Take the short cut to the left after picking up the chip locator; the token is in an alcove where the armour and missiles are.
- Floating in mid-air — you need to go fast after you have picked up the chip.
- Now in the tank, shoot both red vans after the second helicopter.
- Destroy both helicopters before you proceed through the hotel in the tank.



FIRE & WATER

Gold score: 100,000
 Gold reward: Rapid Fire
 Platinum score: 100,000; eight 007 tokens
 Platinum reward: Calypso Weapon

BOND MOVES

- Obtain the crane program using your Q-Remote just after first meeting Bloch.
- Use the crane program to drop the crate from Crane 1.
- Cut the lock on the door in the crane computer room.
- Use the Q-Laser to cut the lock on the vent gate on your left where Bloch is standing and yelling at you.
- Cut the lock on the grate on the right-hand side opposite the other one.
- Use the Q-Remote to activate Crane 2 and lower the crate.
- Then do the same with Crane 3.
- Sniper the pilot of the helicopter.
- In the room with the pumps, use the Q-Claw to get up to the platform where you can jump onto the pump's arm.
- Use the Q-Claw to get across to the catwalk where the second sniper was.
- Use the Q-Remote to drop the crate hanging over the two enemies.
- Sniper the pilot in helicopter number two (the one that says you are surrounded).
- Use the Q-Claw to get up to the top platform at the end.

HINTS

A tough level, particularly if you want to get gold. The first section is straightforward but when you get to the rig there are loads of opponents, including a chopper.

Don't worry about shooting Bloch, you can't kill him and if you do manage to risk life and limb getting close, he'll run away.

If you want to skip most of the rig section you can just go through the grate on the right, then up the ladder and around the gantry to the pump room door. But for a trickier way across, try using the crates — lower Crane 2, jump onto the crate, raise it again, then lower Crane 3 and jump onto that before raising it again and jumping over the barrier.

The pump room is a real bastard with plenty of enemies, a sniper and that annoying jump onto the pump before using the Q-Jet to get up through the hole. Use the barrels and crane to dispose of most of your enemies. Practise is needed.

007 TOKENS

- Shoot the first barrel in front of you when you exit the locked Crane Room.
- Go through the locked left grate and it is on a crate in the room.
- At the base of Crane 2.
- At the far left-hand corner of the rig underneath the area with the bridge to the Pump Room.
- Inside the Pump Room, on the ground level far side behind the ladder on some crates.
- As you exit the top of the Pump Room, there's another one behind barrels on your right.
- Just ahead and on your left, there's a token situated underneath a sniper's platform. You will need to crouch to gain access to it.
- At the top of the lift near where the helicopters are, you need to shoot the barrels to the right and the token is behind some crates.

FORBIDDEN DEPTHS

Gold score: 110,000

Gold reward: Golden Armour

Platinum score: 110,000; four 007 tokens
 Platinum reward: Full Arsenal

BOND MOVES

- At the first stop, you will need to shoot a flashing red light, which will open a security door.
- At the second stop, shoot the barrels on right-hand side to kill the goons hanging nearby.
- Destroy all three fans.
- Shoot the red light steam switches.

HINTS

A fairly easy on-rails shooting section, but the last task might cause some problems. Shoot Nigel No Mates until he goes inside, then take out the guys packing rocket launchers. Then you'll get a rocket launcher that you need to use to finish off ol' Nige. You need to blow up the red glowing targets. Remember that you can guide the missiles you shoot to ensure that the targets get hit.

007 TOKENS

- Before the second entry into a glass tunnel, shoot the two guards on the level above in the red control room.
- After the second stop there are another two guards to shoot in another red control room.
- You need to shoot all of the mines Bloch throws at you.
- Destroy all the gun turrets on the ceiling just before the fans.

POSEIDON

Gold score: 120,000
 Gold reward: Golden Bullets
 Platinum score: 120,000; five 007 tokens
 Platinum reward: Cyclops Guard Model

BOND MOVES

- Q-Laser the padlocked grate right at the start of the level.
- Get the Chemical Regulator Program using your Q-Remote.
- Get the System Pressure Program.
- Get the Temperature Control Program.
- Activate the autogun to kill your opponents before they get a chance to activate it. You need to quickly push the button in the control room around to the left. There is a single guard in the room.
- Use the Chemical Regulator Program.
- Use the System Pressure Program.
- Use the Temperature Control Program. Press the button to lower the bridge to the submarine.

HINTS

A fairly simple and short mission. Getting Gold shouldn't be too difficult if you follow all the Bond moves and there is heaps of armour to be found.

Grab the card in the autogun control room otherwise you'll suffer the "bad" ending of the level and be imprisoned at the start of the next mission.

007 TOKENS

- Open the grate and check inside the vent right at the start.
- When you enter the second room, shoot the barrels to your right.
- In the reactor room with the autogun, a token is just around the back of the stairs.
- At the start of the submarine pens, open the door to the right which is a small room containing grenades and armour.
- Go to the left-hand far end of the submarine pen, down the stairs and turn right. Around the corner behind the crates there is a grate. Crawl through it and at the end is a token.



» MEDITERRANEAN CRISIS

Gold score: 130,000
 Gold reward: Regenerative Armour
 Platinum score: 130,000; nine 007 tokens
 Platinum reward: Poseidon Guard Model

BOND MOVES

- Unlock the padlocked grate using your Q-Laser in the second cell and wander through the vent.
- Use the Q-Claw to get above the flight deck from the outside of the ship.
- Use your Q-Remote to obtain the Harrier Program.
- In the second area which has a chain-link fence on the left and a railing on the right, open the padlocked gate with your Q-Laser.
- Use your Q-Claw in the next area along.
- Use the Harrier Program to start up the plane and toast your opponents after meeting up with Zoe.
- Use Q-Claw again to get up into the Control Room.
- Shoot the helicopter pilot with your sniper rifle.
- Use the Q-Laser to free the Navy woman.
- Get the Missile Program using your Q-Remote.
- Instead of shooting the thugs in order to rescue Zoe, drop down off the hook and drop down through the cavity near the crates.
- Use the hook, but then press the action button again to release it. Then slice the padlocked grate and press the button to save Zoe before taking out the bad guys.
- Activate the Missile Program.
- Quickly sniper the final helicopter pilot — you have to be very fast.

HINTS

A big and fun level. Make good use of the air ducts to make things easier for yourself at the start.

The next section can be done in many ways, just explore and you'll find the best route to suit your method of playing and getting all the Bond Moves in the order you wish.

To free Zoe, if you're quick you can snipe her captors. Or whiz down on the hook and then take them out. Just remember not to shoot the barrels. The alternative method (as outlined in the Bond moves) will see you netting the biggest bonus and is possibly the easiest to boot. Make sure at the end of the level you take out the helicopter very rapidly indeed or the mission will be a failure.

Bolt over to the machine gun overlooking the runway before the cut-scene starts, or if you want to complete all the Bond Moves you'll need to quickly take out the pilot with your sniper rifle, which is tricky.

007 TOKENS

- Right in front of you as you commence the level.
- In the first cell of the Brig.
- In the vent from Brig, second cell all the way to the end.
- After the briefing room go into the vent on the right wall from the first Control Room and follow it to the end.
- On the side of the ship ledge near the last Q-Claw location.
- Behind some crates near the walkway with the sniper.
- At bottom of the stairway up to the bridge in which your opponents lob grenades down at you.
- Fall off the hook and go down the hole behind the crates.

- Behind the barrels near where the goons are guarding Zoe.

EVIL SUMMIT

Gold score: 130,000
 Gold reward: Unlimited Ammunition
 Platinum score: 130,000; six 007 tokens
 Platinum reward: Carrier Guard Model

BOND MOVES

- Open the padlocked chest in the control room with your Q-Laser. It's the closest building just to the right after you start the level.
- Get the Access Hatch Program from the Left Tower.
- Use the Flying Fox to get from the left tower to the right.
- Use the Flying Fox again to get from the Right Tower to the Control Room.
- Use the Access Hatch Program in the middle gantry.
- Use your Q-Laser to cut the wires from the catwalk supporting the device in the middle of the room surrounded by the gantries.
- Rescue the French Prime Minister located in Silo 1.
- Rescue the German Chancellor located in Silo 2.
- Rescue the British Prime Minister located in Silo 3.
- Rescue the US President located in Silo 4.

HINTS

The final mission, and of course it's mighty tough. Get to the control room quickly, take out the guard and get yourself a weapon and a sniper

rifle. Take out the snipers on the towers ASAP (strangely you can do this with your handgun) and then get up the left tower, across to the right tower and then down to the Control Room again.

The grenades are handy for wiping out opponents below as you hang on to the Flying Fox. Once you get the hatch open it's into the main part of the mission rescuing the Ministers. There are only a couple of goons protecting each one so it's not hard.

Just download the program codes one at a time then get to the silo and pick off the baddies from a distance with your sniper rifle. Easy.

Then it's time to face Bloch again, which is much tougher. The sniper rifle is again a good bet as you only need several good head shots to make him bugger off. Get ready to move when he unleashes his weapons in your direction.

He then shoots the structure down, which you can then Q-Jet onto and then Q-Claw up to the top level. You'll then automatically get a rocket launcher. Don't move off the platform — shoot Bloch with the rocket to win.

007 TOKENS

- Atop the left tower.
- Atop the right tower.
- Right on top of the projector situated in the middle of the room (the one with gantry surrounding it).
- At the bottom of Silo 1.
- On the right-hand path when you enter Silo 2.
- At the bottom of Silo 4.



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Planet Of The Apes

Starring: Mark Wahlberg, Tim Roth, Helena Bonham Carter
Director: Tim Burton **Year made:** 2001
Made by: Fox **Rated:** M15+
Special features: Documentary — The Making of *Planet Of The Apes*.

Tim Burton dusts off the rubber monkey suits and produces his silliest movie yet.

Planet Of The Apes debuted in cinemas in 1968. An instant classic, it detailed the plight of four astronauts crashing onto a strange planet where apes were the dominant species, ruling the primitive human population with ease.

It's hard to imagine why the producers decided to discard the original's outlandish but intriguing storyline in favour of Wahlberg's *Rambo* nonsense but we're guessing it had something to do with Hollywood scriptwriters and their oversized egos.

Set a few years in the future when we're all supposedly kicking back on orbiting space stations, a trained chimp is sent out in a shuttle to investigate one of those colourful, swirling space anomalies you tend to

see in a lot of science fiction flicks. Unpredictably, this swirling space anomaly wipes out the chimp's navigation controls and whisk it away to some parallel dimension. Heroically disobeying orders and outwitting his superiors, Marky Mark manages to launch another shuttle, chase after his beloved monkey and lead us through a painfully dull movie.

Mark Wahlberg's style is fine in tongue-in-cheek flicks like *Boogie Nights* and *Three Kings*, but his role as an astronaut is about as credible as Homer Simpson's nuclear physicist gig. To make matters worse, we have to sit through Tim Roth's attempt at a menacing military general. All he succeeds in doing is jumping around a lot for no reason and breathing harder than an asthmatic Darth Vader. Add in a pointless romance between Wahlberg and the female leads, throw a couple of implausible plot twists at the audience before the credits roll and you have more than enough reasons to avoid ever watching this mindless crap. **NP**



4

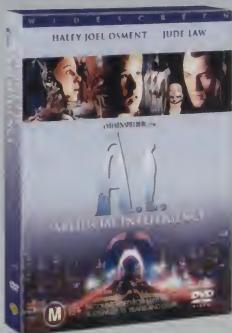
A.I.

Starring: Haley Joel Osment, Jude Law, Frances O'Connor
Director: Steven Spielberg **Year made:** 2001
Made by: Warner **Rated:** M15+
Special features: Documentaries (including *Creating A.I.*, *Acting A.I.*, *Designing A.I.*), special effects, robots, sound and music, interview with Steven Spielberg.

A confounding and compelling look at the nature of humanity.

Stanley Kubrick had been working on *A.I.* for two decades, waiting for technology to match his vision. Spielberg took up the project at Kubrick's request after his death.

The end result is a film that meanders between Kubrick's typically grim vision of the future and mankind's innate cruelty, to Spielberg's sugary celebration of humanity and love. The final half-hour is pure Spielberg, offering a catharsis for viewers who arguably may have been better served to explore the many issues the film raises for themselves.



The film serves up many moral issues relating to life and love, particularly what responsibility arises from manufactured love. At its root level *A.I.* might be simply a science fiction re-telling of *Pinocchio*, but with technology advancing so rapidly, what used to be the sole domain of fairytales is a credible look at a possible future reality.

Haley Joel Osment, the kid who once saw dead people, is outstanding as David, the first robot who can love, bringing humanity to the 'Mecha' while always reminding us he is synthetic. Equally as impressive are the set designs, particularly the stunning Rouge City, where androids are programmed to only give pleasure.

A.I. is far from perfect, but it's a wildly ambitious, fascinating and memorable one. Its contradictions just serve to make it even more thought provoking. **JH**

8

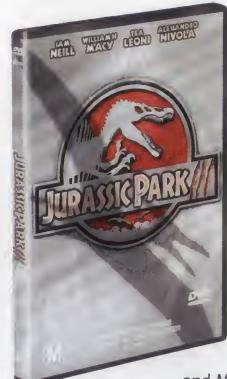
Jurassic Park III

Starring: Sam Neill, William H. Macy, Tea Leoni
Director: Joe Johnston **Year made:** 2001
Made by: Warner **Rated:** M15+
Special features: Making of documentaries, commentary, Industrial Light and Magic featurette, behind-the-scenes footage, photo gallery, trailers, studio tour, storyboards, DVD-ROM extras.

The once proud Jurassic Park series shows its age.

The Lost World replaced the original *Jurassic Park*'s wonder and amazement with tacky B-grade, *Godzilla*-esque scares. *Jurassic Park III* repeats this dose of crapulence.

Humans in *Jurassic Park III* serve only two purposes — to run away from dinosaurs or to be eaten by them. Most of the latter have "dino snack" stamped on their foreheads as soon as they are introduced. The film is just a string of action sequences, and few are genuinely exciting.



The plot is that palaeontologist Alan Grant (Neill) is tricked into a visit to Isla Sorna by a desperate couple whose son landed on the island after an accident. Naturally the rescue party's plane crashes and they lose their mobile

phone, so they are trapped on the island for yet more "didjathinkitsawus" hijinks. Except this time the raptors are granted almost *Skippy*-like intelligence.

Sam Neill and William H. Macy deserved better than this lame script, its pontifications about meddling with the mystery of life weakly punctuating the action sequences. Worse, Tea Leoni is hopelessly miscast as the doting mother and Macy's ex-wife.

Short, predictable and forgettable, *Jurassic Park III* does further disservice to the magical original. Despite the fact that the last shot features giant pterodactyls flying towards civilisation, let's hope the series is now extinct forever. **JH**

5



TRIPLE TREAT

Shane Warne or a werewolf?
The wolf wins on style.

Groundhog Day
Starring: Bill Murray, Andie MacDowell, Chris Elliott
One of the most original and entertaining romantic comedies ever now comes in a Collector's Edition with an insightful commentary from director Harold Ramis and an excellent behind-the-scenes documentary. Watch it again and again! (Lame pun alert! — Ed.)



An American Werewolf In London

Starring: David Naughton, Griffin Dunne, Jenny Agutter
Two decades on and this is still a fantastic and funny horror flick. *An American Werewolf In London* successfully walks the fine line between terror and comedy without losing its melancholy undertone of tragedy. The transformation from man to wolf is still stunning, and there are as many scares as laugh-out loud lines.



Cricket: The Modern Masters

Starring: Dennis Lillee, Shane Warne, Viv Richards
Perfect for those mourning the end of the season. It's a brief look at the best players of the modern era, including Chapell, Lillee, Warne, Botham, Tendulkar, Richards, Walters, Border, McGrath, the Waugh twins, and the memorable two overs where Dylan Chan got carted for 30-plus (just kidding about that one).



The Fast and the Furious

Starring: Paul Walker, Vin Diesel, Jordana Brewster, Michele Rodriguez
Like street racing, this film is a fast-paced ride, but not a terribly smart one. Walker is an undercover cop investigating a gang of street racers suspected of multi-million dollar truck hijacks. The high-octane car chases are absolutely thrilling but don't expect anything more than eye candy and some quality special features. Do expect the most incompetent undercover cop ever, who trashes expensive cars, dates the sister of the guy he's investigating and generally acts more like a crook than a police officer. Enjoy the ride. **JH** **B**

The Pledge

Starring: Jack Nicholson, Robin Wright Penn, Benicio Del Toro
Sean Penn's third directorial outing gives Nicholson one of his best roles in years. And an absolutely stellar cast provides some excellent little cameos. For most of the film it feels like a conventional thriller, but is in fact a superb character study, with the cop's obsession finally driving him into madness. Throughout the film, and even after the end, the viewer remains uncertain of the cop's motives. Bleak, haunting and fascinating stuff. **JH** **B**

Recent Release Round-up



Get Over It

Starring: Kirsten Dunst, Ben Foster, Sisqo, Colin Hanks

This teen flick dwells on the trials and tribulations of having your first true love dump you and then the painful process of 'getting over it'. Berke (Foster) is devastated when the girl he's been going out with for as long as he can remember breaks up with him. To try and win her back, he quits basketball and throws himself into theatre (Martin Short is great value as the theatre director), but it doesn't take long for the broken heart in question to mend once the little sister of his best friend catches his eye (Dunst). When will Hollywood directors get over this teen flick fetish? This B-movie is definitely for teens only. **FT** **6**

Enemy At The Gates

Starring: Jude Law, Joseph Fiennes, Ed Harris, Rachel Weisz

Based on real life, Law stars as Vasilli Zaitsev, a shepherd-turned-sniper who is hyped by the USSR propaganda machine to near godlike status as his demoralised countrymen engage in a desperate push to regain Stalingrad. When the Nazis send in their top marksman (Ed Harris) to take him out, the cat-and-mouse begins. Law offers a superbly layered portrayal of innocence lost and heroism retained, and Harris' patrician German sniper is equally well enacted. Watch out for a fantastic cameo by Ron Perlman and enjoy a rare occurrence — a major war movie that doesn't take sides. In its own way it's a more thoughtful and personal treatment of WWII than *Saving Private Ryan*. **JK** **B**

BAD GAME FILMS

So bad that they're... Well, not good.

- 1 **Pokémon: The Movie**
More infomercial than movie.
- 2 **Street Fighter**
Aren't Ryu and Ken the main characters in SF?
- 3 **Lara Croft: Tomb Raider**
Angelina Jolie couldn't even save this crud.
- 4 **Double Dragon: The Movie**
Starring Scott "I can't act" Wolf.
- 5 **Wing Commander**
Going to the dentist is more fun than this.
- 6 **Mortal Kombat**
And you thought the game lacked animation.
- 7 **Harry Potter**
We've got your philosopher's stone right here.
- 8 **Super Mario Bros**
Plumbers? Dennis Hopper? What the hell?
- 9 **Final Fantasy: The Spirits Within**
Years spent animating hair; a day on the plot.
- 10 **Pokémon: The Movie**
So bad it needs to be mentioned twice.

© The team's personal tastes

TV SHOCKERS

'TV' and 'personality' are strange bedfellows.

- 1 **The cast of Home & Away**
Now recruiting from reality TV. Says it all.
- 2 **Stan Zemanek**
Slightly more right wing than Pauline Hanson.
- 3 **Rex Hunt**
Gets off on kissing fish.
- 4 **Bert Newton**
Mr Sheen meets the Demtel guy.
- 5 **Tim Webster**
A good haircut looking for a personality.
- 6 **Tim Bailey**
Seems to make an active effort to be annoying.
- 7 **Steve Carfino**
Why? Watch the start of *Inside Basketball*.
- 8 **Eddie McGuire**
Has 10 facial expressions, nine of them smirks.
- 9 **Ray Warren**
Enough to turn anyone off rugby league.
- 10 **Ian Smith**
Smug, annoying new Kiwi cricket commentator.

© The team's personal tastes

DVD SUPERSTAR

Kevin Spacey

As talented as Kevin Spacey is, he was never considered as a Hollywood leading man until the mid '90s. His smooth-talking cripple Verbal Kint in 1995's *The Usual Suspects* thrust him into the A-list virtually overnight and won him an Oscar for Best Supporting Actor. In the same year, Spacey produced another chilling masterpiece as a serial killer in *Seven*.

More tributes followed his portrayal of a celebrity detective in *L.A. Confidential*, but it was 1999's *American Beauty* that earned him a second Oscar, this time for Best Actor. Under the direction of Sam Mendes, Spacey's role as a middle-aged father breaking free of the shackles of suburban purgatory made the film achieve its full potential.

Spacey began acting in high school after a troubled adolescence saw him wind up in military college. He studied at a drama school for several years before quitting to work on the stage. After joining a New York

Shakespeare festival he made his Broadway debut in 1981. His film career began modestly with a small part as a thief in 1986's *Heartburn*. He received more attention for portraying a villain on TV's *Wiseguy* in 1987 before a string of small roles in films over the next five years, including *Working Girl*, *Dad, Henry & June* and *Consenting Adults*. 1994's *The Ref*, *Swimming With Sharks* and 1995's *Outbreak* saw him with more screen time before the masterful *The Usual Suspects*.

Spacey likes to keep his private life to himself. "It's not that I want to create some bullshit mystique by maintaining a silence about my personal life, it is just that the less you know about me, the easier it is to convince you that I am that character on screen," he once told a reporter. But Spacey has little to worry about. The enigmatic actor certainly has no problems transforming himself and captivating audiences.



DVD TOP TEN

The hottest DVD releases

- 1 **Ghandi**
Columbia TriStar
- 2 **Live At The Albert (Robbie Williams)**
EMI
- 3 **Enemy At The Gates**
Roadshow
- 4 **Mallrats**
Universal
- 5 **Series 1: Part 1 Boxset (Xena)**
Universal
- 6 **Bring It On**
Roadshow
- 7 **Rush Hour**
Roadshow
- 8 **Moulin Rouge**
20th Century Fox
- 9 **The Fast and The Furious**
Columbia TriStar
- 10 **Valentine**
Roadshow

Sony Q Brij Micro System CMTC5

Price: \$1299 Web: www.sony.com.au
On sale: Now

This "Qubric" system sounds as sensational as it looks. It features CD and MiniDisc players as well as a radio tuner in a single cube matched with compact "cyber-egg" magnetically shielded speakers that will fit perfectly anywhere in your home. Computer owners can buy an optional PC-Link kit for creating your own Minidisc compilations from CDs, old vinyl records, radio or even the Internet.



G-Con 2

Price: \$69.95 Web: au.playstation.com
On sale: Now

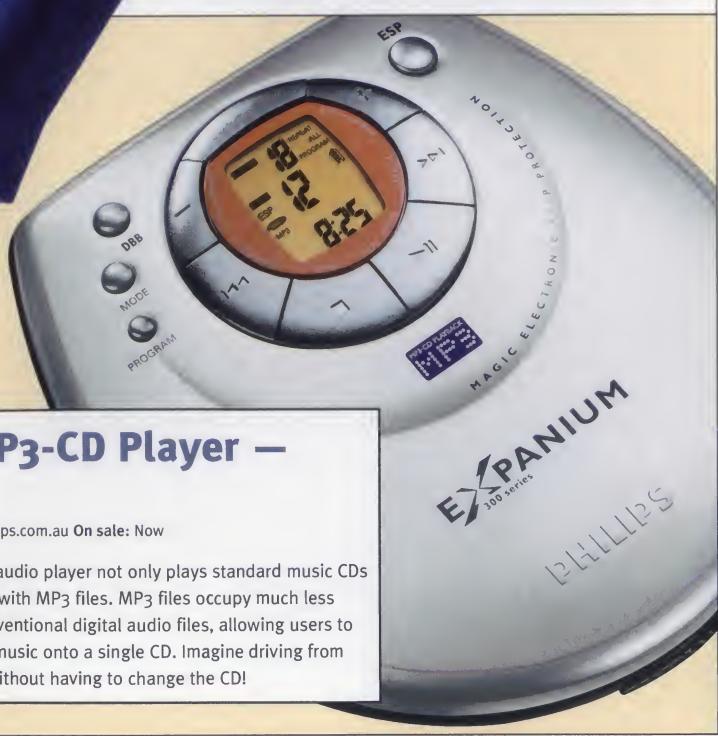
The old G-Con works on PlayStation2, but the G-Con 2 is the weapon of choice. Plugging into the USB port, it's more comfortable to hold and sports an improved trigger. The extra reload button on the grip plus the D-pad at the back of the gun also allows for interesting future possibilities.



Philips MP3-CD Player — EXP301

Price: \$329 Web: www.philips.com.au On sale: Now

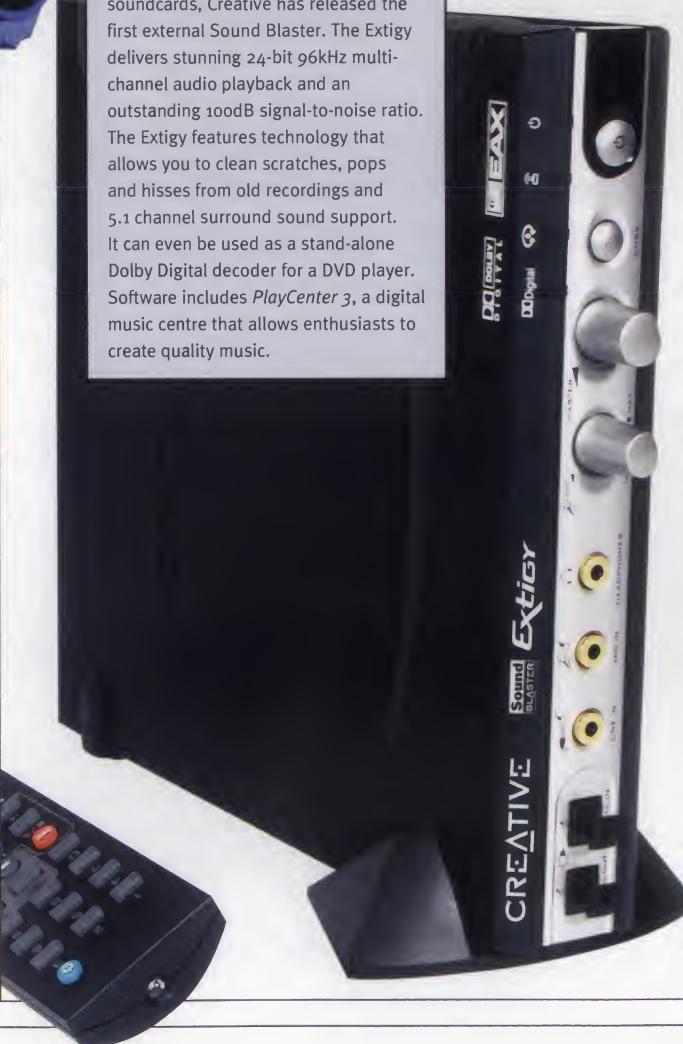
This versatile personal audio player not only plays standard music CDs but also discs encoded with MP3 files. MP3 files occupy much less storage space than conventional digital audio files, allowing users to pack up to 10 hours of music onto a single CD. Imagine driving from Sydney to Melbourne without having to change the CD!



Creative Sound Blaster Extigy

Price: \$399 Web: australia.creative.com/
On sale: Now

After selling more than 150 million PC soundcards, Creative has released the first external Sound Blaster. The Extigy delivers stunning 24-bit 96kHz multi-channel audio playback and an outstanding 100dB signal-to-noise ratio. The Extigy features technology that allows you to clean scratches, pops and hisses from old recordings and 5.1 channel surround sound support. It can even be used as a stand-alone Dolby Digital decoder for a DVD player. Software includes *PlayCenter 3*, a digital music centre that allows enthusiasts to create quality music.





It feels like years ago that three lads and a lass from Perth released a debut album called *Slightly Odway* and turned a lesser-known biblical character into a household name. In five years, Jebediah have gone from young upstarts to well-established outfit.

Thicker, richer and less hooky, *Jebediah* is a collection of songs that feel like they were written for the people playing them as much as the people listening. With some glorious guitar melodies from Chris (*Nothing Lasts*

Jebediah

Jebediah
Sony

This foursome from Perth turn over a new leaf with their third album.

Forever) and some really tasty bass playing from Vanessa (especially on *Fall Down*), this album certainly feels a step beyond the previous efforts of the band.

There are darker feels (*Ricochet*), a splash of country-spoof complete with slide guitar (*Country Holiday Song*) and some mature angst (*Yesterday When I Was Brave*), all of which contribute to a more complicated Jebediah.

There is no denying the direction of their evolution thanks to their distinctive sound. **DL**

7

SOUNDWAVES



● **Sevendust** will be here this month for three shows only (Brisbane the 12th, Sydney the 14th and Melbourne the 19th). Don't miss out!

● Pioneering rock queen, Marianne Faithful's new album *Kissin' Time* is set to feature three tracks from rock hipster Beck. It's due out mid-2002.

● Kid Rock isn't doing too well, apparently. He says he's happy with Pam Anderson but word's out that he fears her ex, Tommy Lee, and his latest record *Cocky* is selling slower than PS2 game *Sky Surfer*.

● Anyone remember pop starlet Tiffany? Anyone care? She covered the Shondell's song *I Think We're Alone Now*. Anyway, she's set to pose nude for an upcoming spread in *Playboy* to prove she's now all grown up. We'll be the judges of that...

● Check out Motor Ace's Web site at www.motor-ace.com for the latest on what they've been up to. They have their own *Big Brother* thing happening, which is pretty cool, and their new single, *Carry On*, is due out next month.

● Christine Anu has announced she's pregnant with her second baby. Not due until the middle of this year, her five-year-old son, Kuiam, will now have a play partner. You go, girl! 



Come With Us

The Chemical Brothers
EMI

The Chems chill out with this mellifluous offering.

Although not as mind blowing or 'culturally significant' as their previous two albums, *Come With Us* proves that The Chemical Brothers have certainly lost some of their enthusiasm. Fluid grooves, explosive post rave happiness and a phenomenal ability to make something out of nothing push songs like the Kraftwerk-inspired *Star Guitar* and the pulsating title track into that realm of electronic music that only The Chems seem able to reach. Add the sensitive treatment of tunes like *The State We're In* (sung by Beth Orton) to this good time philosophy and it is easy to see why these guys are still one of the most respected outfits in music. **RY**

8

Home From Home

Millencolin
Shock

Another quality effort from one of Sweden's finest.

The Swedish kings of skate-punk return with their fifth album, and this time it is a little less jump-up-and-down and a little more pump-your-fist-in-the-air. While tunes like the title track still have that teenage punk rock feel, there are more mature moments of straight rock and roll courtesy of songs like *Punk Rock Rebel* and *Black Eye*. The sound is very similar to that found on their breakthrough album *Pennybridge Pioneers*, a distinctly European high-energy rock sound. *Home From Home* also confirms what *Pennybridge Pioneers* seemed to suggest — Millencolin have completely abandoned their ska roots, opting instead for full throttle chug and grind. **KW**

7

Various

I Am Sam
Zomba

This soundtrack doesn't exactly succeed as a Beatles tribute but a few artists do well — Sarah McLachlan on *Blackbird* and Nick Cave's melodramatic take of *Let It Be*. **DL**

6

Amen

We Have Come For Your Parents (Tour Edition)
EMI

As hard and fast as a short trip to hell, Amen blew everyone away on their recent Oz tour. To make sure we don't forget, this tour edition features four ripping bonus studio tracks and three live cuts. **RY**

Lash

Album Festival

A good time is probably the only aim of the Lash girls, but the fumbling that goes on from time to time on their debut album spoils the experience a little. Even so, a few good catchy guitar pop tunes make for a decent record. **DL**

AND THE REST...

The Butterfly Effect

The Butterfly Effect
MGM

This self-titled EP from Brisbane metal merchants opens a new chapter for the local hard rock scene, throwing down the gauntlet with a tasty, mature and sophisticated mix of aggression and musicality. **DL**

Kittie

Oracle
Sony

No woman in history has sung like Morgan Lander — her screams will tear your head apart. This hard-as-hell all-girl three-piece proves once more that metal is no longer just a man's game, sticking it to the boys big time. **KW**

Rocket Science

Contact High
Modular

As lovable as they are live, Melbourne's garage rock gurus still haven't got their gloriously raw grooves to stick on record. Not a bad effort, but it's not as good as they are capable of given their live sound. **KW**

The Trail Of Dead

And You Will Know Us By...
Universal

Rock has been waiting for a band to roll along and kick out the jams like this. There's not much finesse in the noise art rock of The Trail Of Dead, but they do display an uncanny ability to produce the right thing at the right time. **RY**

NET SITES

After wearing out many a mouse ball surfing the Net, we've uncovered even more highlights of the World Wide Web.

Metal Gear Solid 2: Sons Of Liberty

www.konami.com/main/games/mgs2/

Check out Konami's official site before the greatest PlayStation2 game yet flies off store shelves. There's video footage, background on the story and characters, an image gallery and tips and tricks. As Big Kev would say: "I'm excited!"



Mick Jagger

www.mickjagger.com

This rock legend's new site is packed with fascinating information and cool multimedia snippets. Check out the latest Mick news, hear him talk about his latest album and swap tales of debauchery or your favourite concert experience in the forum.



Who Would Buy That?

www.whowouldbuythat.com

While auction sites like eBay are a great way to pick up bargains, some people sell the most obscure crap. Fancy a coin pouch made from kangaroo scrotum? You'll find it, along with mirror bra tops, home videos of a funeral and unopened nappies from 1972.



Flip Flop Flyin'

www.flipflopflyin.com

The home of MiniPops, those incredibly recognisable but tiny little digital scribbles of iconic pop stars, TV and movie heroes — everyone from *The A Team* to ZZ Top. There's plenty of other fascinating and useless stuff to browse, including a mini museum.



Opinions

www.opinions.com

Before you buy anything, check out this great site. There's bound to be other people who'll offer their opinion on whether it's value for money or not. Whether it's PS2 games, books, appliances, hotels or beers, self-styled experts will offer their two cents.



PaRappa The Rapper

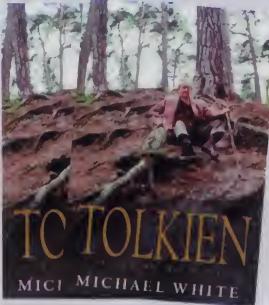
www.parappa-the-rapper.com

You gotta believe that this is one funky site. Of course, it's all in Japanese so you won't have a clue what's going on, but that's in keeping with the spirit of the PaRappa craziness. Hope we get some of the cool merchandise over here for *PaRappa 2* on PS2.



Compiled by Jason Hill

BOOK



Few would argue that Ronald Reuel (J.R.R.) Tolkien planted the seed that is now known as "fantasy fiction". His novels have sold in excess of 160 million copies and he has been touted as the "author of the 20th century".

In this biography, Michael White chronicles Tolkien's childhood years in South Africa, and then tells of his family's return to England, the tragic death of his parents, his many years as an academic at Oxford, and how living in the industrial area of Birmingham led to the inspiration behind *The Lord Of The Rings*.

Tolkien is an absorbing and insightful look at one of modern literature's greatest writers.

Tolkien

Author: Michael White

Publisher: Little, Brown & Company

On sale: Now **Price:** \$45

A biography on the author responsible for *The Lord Of The Rings* and the inspiration behind it.

FILM

A Beautiful Mind

Starring: Russell Crowe, Ed Harris, Jennifer Connelly, Paul Bettany, Adam Goldberg, Christopher Plummer

Director: Ron Howard **Rated:** M

Release date: March 7

Winning the Best Actor award at this year's Golden Globes for his portrayal of a brilliant mathematician, Crowe plays John Forbes Nash Jr, a genius with no social skills that has trouble fitting in at university. Spanning more than 30 years, the movie looks more closely at the point in his brilliant career that his life



falls off the tracks when his "beautiful mind" is taken over by demons. What follows is an inspirational story of triumph over tragedy.

Bandits

Starring: Bruce Willis, Billy Bob Thornton, Cate Blanchett, Troy Garity

Director: Barry Levinson **Rated:** M

Release date: March 7

Bruce Willis and Billy Bob Thornton team up as an unlikely bank robber duo in this crime comedy. Unlikely because their characters are complete opposites — Willis plays a dare devil prisoner on the run, while Thornton is the inmate that joins him who is a nervous hypochondriac. Both actors put in



top performances, as does Cate Blanchett who plays a housewife craving for a bit of excitement in her life.

Not Another Teen Movie

Starring: Randy Quaid, Chris Evans, Chyler Leigh, Jaime Pressly, Lacey Chabert

Director: Joel Gallen **Rated:** TBC

Release date: March 7

Teen movie lovers rejoice. This slapstick flick taking the micky out of *The Breakfast Club*, *Ferris Bueller's Day Off* and many others follows the unlikely union of an ugly duckling with a prince. The prince in question makes a bet with his mates that he can make any girl look like a prom queen à la *Never Been Kissed*.



Holding him to his word, his friends choose the daggiest girl in the school. Chock full of digs at just about every teen movie ever made.

Rollerball

Starring: Chris Klein, LL Cool J, Jean Reno, Rebecca Romijn-Stamos, Andrew Bryniarski

Director: John McTiernan **Rated:** TBC

Release date: March 14

Chris Klein steps into the rollerskates of James Caan in this 1975 remake about the best rollerball player in the world, a combination of rugby, roller derby, hockey and motorcycle racing. The original was set in 2005 but so is this adaptation, so this version loses the futuristic slant the original possessed. What's



worse is that a conglomerate rules the planet as countries and governments are obsolete. Like we'll see that in 2005.

Black Knight

Starring: Martin Lawrence, Tom Wilkinson, Marsha Thomason, Vincent Regan, Kevin Conway

Director: Gil Junger **Rated:** TBC

Release date: April 4

In a similar style to *A Knight's Tale* with Australia's Heath Ledger, the medieval and contemporary worlds cross swords again in *Black Knight*. Martin Lawrence is Jamal Walker, a 21st century man trapped in 14th century England. A repairman at a run-down theme park, when Jamal tries to retrieve



an ancient amulet from the moat of the "Medieval World" ride, he travels back in time to 1328 with amusing consequences.

MARCH
02

\$7.50
(incl. GST)
NZ \$8.95
(incl. GST)

AFP MEDIA LIFESTYLE

LEAVE IT OUT! BARRY SHEENE BAGS AUSSIE DRIVERS

WHEELS



Real life

- > How Nicolas Cage's Porsche drove into a lake
- > Mark Webber: Another snag on the F1 barbie?
- > Your six biggest driving mistakes

Real simple

- > Audi CVT auto
- > V8 Supercar race tyres

Real driving

- > 11 hot hatches under \$30,000
- > Flogging Alfa's 156 GTA in Sicily
- > New Range Rover

OFF THE LEASH!
RALLIART PUTS BITE INTO MAGNA AND THE BOOT
INTO HSV & TICKFORD

Mongrel Magna

QUATTRO TO EVO
TWO DECADES OF
TURBO 4WDs



XBOX ON TEST
BILL GATES TAKES
ON GRAN TURISMO



MONARO CRASH!
WRITTEN OFF AFTER
233KM. PICS INSIDE

Driving isn't just a game...

BLUEPRINT

Don't even think about walking into a games store without studying PSM's mini reviews of all the best PSone™ and PlayStation®2 games available.

THE FAB FIVE

PLATFORM GAMES



1. Jak and Daxter

Naughty Dog matched all expectations with this stunner. Daxter's still an annoying git, though.



2. Kinoa 2: Lunatea's Veil

It mightn't have the glamour of the others, but this is a slice of pure platform nirvana.



3. Evil Twin: Cyprien's Chronicles

French style adds a lot to this slick departure from the platforming norm.



4. Herdy Gerdy

It's different, and maybe not the world beater some were expecting, but it hits the mark well.



5. Rayman M

This wacky platformer's bizarre and enjoyable gameplay offers lots of fun in two-player mode.

Our future tip:

Acclaim is busily beavering away on Vexx. Weird name, but it looks like it will be a mixture of *Super Mario World* and *Jak and Daxter*, and even have a little *Street Fighter* thrown in.

TITLE GENRE PLAYERS VERDICT SCORE

• 7 Blades	Action	1	A few minor faults, but truly next-generation stuff.	B
• 18 Wheeler American Pro Trucker	Racing	2	This arcade racer offers little in the way of interest for racing fans.	B
• Ace Combat 4: Distant Thunder	Flight combat	2	Ace fun. The best console flight sim yet swoops onto PlayStation2.	B
• Airblade	Extreme sports	2	A very solid title that won't disappoint those after a challenge.	B
• All Star Baseball 2002	Baseball	4	Impressive, but it won't convert those apathetic to the sport.	7
• Aqua Aqua: Wetrix 2	Puzzler	2	A great multiplayer mode balances the brain and finger work admirably.	B
• Armored Core 2	Shoot 'em up	2	A sharp looking game with plenty of depth – for those willing to battle the awkward controls.	7
• Army Men: Air Attack 2	Shoot 'em up	2	Worthwhile if you're after simple fun, particularly with a mate.	6
• Atari Splashdown	Sea-Doo racer	2	Great single player fun let down a little by the lack of a four-player mode.	B
• ATV Offroad Fury	Racing	4	Excellent over-the-top fun that provides a lengthy challenge to boot.	B
• Baldur's Gate: Dark Alliance	RPG	2	Twists console RPG gaming around towards a bold new direction.	B
• Batman Vengeance	Adventure	1	The best <i>Batman</i> game ever. Imaginative, yet true to its origins.	B
• Bloody Roar 3	Beat 'em up	2	One of the better fighters, but it's no <i>Tekken</i> or <i>Dead Or Alive 2</i> .	7
• Breath Of Fire IV	RPG	1	Well worth your time and money if the letters 'R', 'P' and 'G' get you excited.	B
• Burnout	Arcade racing	2	A dangerously fast and addictive racer that's pure excitement.	B
• Capcom vs SNK 2: Mark Of The Millennium	Beat 'em up	2	If you've never pretended to throw a fireball, subtract two points.	B
• Crash Bandicoot: The Wrath Of Cortex	3D adventure	1	<i>Crash's</i> debut on PS2 is a lengthy and satisfying excursion.	B
• Crazy Taxi	Arcade driving	1	A jumpin' joy rider guaranteed to thrill. Pure arcade high-speed thrills.	B
• Cricket 2002	Sports sim	1	The best and worst PS2 cricket game on the shelves.	B
• Dark Cloud	RPG	1	This blend of various RPG styles will appeal to many.	B
• Dave Mirra Freestyle BMX 2	BMX simulation	2	Not perfect, but still addictive and great BMX riding fun.	7
• Dead Or Alive 2	Beat 'em up	4	A wealth of unique features and staggering layers of depth – essential for fighting fanatics.	B
• Devil May Cry	Stylish hard action	1	<i>Devil May Cry</i> ushers in a new era of rewarding, fast and playable action.	10
• Dropship	Flight sim/action	1	Excellent. There are many memorable gaming moments to be had.	B
• EA Sports Rugby	Sports	2	A thoroughly enjoyable game of footy finally hits the Aussie market.	B
• Escape From Monkey Island	Adventure	1	<i>Monkey Island's</i> PlayStation2 debut is an atmospheric, high quality challenge.	B
• ESPN International Track & Field	Sports	8	An adrenaline shot of a game, but the control method limits gameplay. Great fun with friends.	6
• ESPN Winter X-Games Snowboarding	Snowboarding	2	Best for snowboarders looking for a more realistic game than <i>SSX</i> .	B
• Evergrace	RPG	1	Like a good appetiser – it tastes nice but doesn't hit the spot.	7
• Evil Twin: Cyprien's Chronicles	3D platformer	1	The creepy cartoon look and morbid worlds offer refreshing style.	B
• Extermination	Panic action	1	An above average alien shooter that struggles to grasp its main aim.	7
• Extreme G3	Racing	2	A worthy foe for <i>Wipeout</i> , but not perfect and not for everyone.	B
• F1 2002	Racing	4	It does little to stand out from the strong PS2 racing crowd. Sony's <i>F1</i> racer remains the best.	B
• F1 Championship Season 2000	Racing	4	A former leader left floundering in the wake of superior competitors.	7
• F1 Racing Championship 2001	Racing	2	A good balance of arcade and sim action with plenty of thrills and spills.	B
• Fantavision	Puzzler	2	This innovative fireworks sim is dazzling and addictive.	B
• FIFA 2001	Soccer	4	The best-looking soccer sim ever – a game that provides quick thrills and spectacular goals.	7
• FIFA 2002	Soccer	8	Looks good. Subtract four marks for the dismal PSone version, though. <i>Pro Evolution</i> is superior.	B
• Formula One 2001	Racing	2	Offers finely balanced gameplay. It can be as fun or difficult as you like.	B
• Freak Out	Adventure	1	More original than <i>Freak Out</i> is videogaming as art.	7
• Fur Fighters	Action adventure	4	An original and hugely entertaining romp that's well worth the ticket price.	B
• Godai: Elemental Force	Action	2	While there are enough honourable new ideas, this is no match for <i>Onimusha</i> .	7
• Gran Turismo 3: A-spec	Racing	6	<i>GT3</i> is one of the best games on PlayStation2. A must-have – race off and buy it now.	B
• Grand Theft Auto 3	Driving adventure	1	Must-have classic for mature palates. Play and sample the future.	10
• GTC Africa	Off-road racing	2	Better than <i>Paris-Dakar Rally</i> and technically a strong title all-round.	B
• Gun Griffon Blaze	First-person shooter	1	The finest heavy metal action on PS2 at the moment but not exactly a 'must buy'.	7
• Gunfighter: The Legend Of Jesse James	Arcade action	1	Had this game been released a couple of years ago, it may have caused a lot more fuss.	B
• Half-Life	First-person shooter	2	<i>Half-Life</i> is a compulsory playing experience for keen first-person shooter fans.	B
• Harry Potter And The Philosopher's Stone	Action adventure	1	Everything <i>Potter</i> fans could hope for. Pushes the PSone to its limits.	B
• Head Hunter	Action	1	A solid game let down by annoying controls and useless motorbike levels.	7
• International Superstar Soccer	Soccer	4	Not the <i>Evolution</i> many had hoped for, but the best soccer game on PS2.	B
• Jak and Daxter: The Precursor Legacy	Platformer	1	An impressive platform adventure – a must for all <i>Crash</i> fans.	B
• James Bond In Agent Under Fire	First-person shooter	4	Accessible, entertaining and very polished, but leaves you wanting more.	B
• Jeremy McGrath Supercross World	Motocross	2	Strapping an engine between your legs has never been so little fun.	4
• Kengo: Master Of Bushido	Fighting	2	It falls short by a couple of sword swings, but not a bad stab.	7
• Kessen	Strategy	1	An unusual and drama-filled epic game that will only appeal to a small group of strategy fans.	7
• Kinoa 2: Lunatea's Veil	Platformer	1	Gorgeous and accessible, yet deep and packed with charm.	B
• Knockout Kings 2001	Boxing	2	This PSone revamp is a solid boxing game, despite its flaws.	7
• Legacy Of Kain: Soul Reaver 2	Adventure	1	It's nowhere as deep as <i>Devil May Cry</i> , but it is still a worthwhile jaunt.	B
• Legends Of Wrestling	Wrestling	2	It's lovely to have an opportunity to relive the glory days, but this is no <i>SmackDown</i> .	B
• LMA Manager 2002	Soccer management	1	Only for serious soccer fans. If that's you, get this now or miss out on a rare treat.	B
• Looney Tunes Space Race	Kart racing	4	Looney fun with a crowd, but disappointing alone, and more than a little frustrating.	7
• Lotus Challenge	Racing	2	Ideal as a warm-down lap after the mighty <i>GT3</i> .	B
• Madden NFL 2001	American Football	4	The next-gen edition of this much-celebrated series delivers all you could wish for.	B
• Madden NFL 2002	American Football	4	EA's stunning NFL franchise moves one step closer to perfection. The best yet.	B
• Max Payne	Action	1	Takes a good gimmick and builds a strong game around it.	B
• MDK2: Armageddon	Action	1	A strong sense of style and top graphics create a joyous experience.	B



TITLE GENRE PLAYERS VERDICT SCORE

TITLE	GENRE	PLAYERS	VERDICT	SCORE
• Metal Gear Solid 2: Sons Of Liberty	Action	1	A new standard to measure gaming excellence.	10
• Midnight Club: Street Racing	Racing	2	Speedy racing and super-slick powerslides are the only things on offer here. Shallow.	6
• Moderngroove: Ministry Of Sound Edition	Music	1	Ideal for electro enthusiasts and wannabe filmmakers.	7
• Monsters Inc	3D adventure	1	<i>Monsters Inc</i> is cute and kind of fun, but loses its appeal quickly.	6
• Moto GP 2	Motorbike racing	2	Looks better on the outside and offers more on the inside as well.	8
• MTV Music Generator 2.0	Music creation	8	Still the perfect play thing for gamers interested in making music.	8
• MX 2002 Featuring Ricky Carmichael	Motocross	2	A bit of fun for a short ride. Ultimately doesn't fulfil its potential.	7
• MX Rider	Motocross	2	Filled with good ideas, but the play is marred by poor execution.	6
• NBA Live 2001	Basketball	8	A slick sports sim that will impress hardcore basketball fans.	8
• NBA Live 2002	Basketball	8	Could have been amazing, but a few near-fatal flaws hold <i>Live 2002</i> back.	8
• NBA Street	Basketball	8	Like your sporting games to be fast and furious? <i>NBA Street</i> can't be beat.	8
• NHL 2001	Sports	4	A significant development for the series, with EA's typically lavish attention to detail.	8
• NHL 2002	Sports	4	An outstanding upgrade that further blurs the lines between sport and gaming.	8
• NHL Hitz	Arcade sports	6	Not perfect by any means, but still the best arcade-style hockey game on PS2.	7
• Oni	Action	1	If only the average gameplay matched the impressive visuals.	7
• Onimusha: Warlords	Adventure	1	Capcom's tough new adventure is essentially <i>Resident Evil</i> with swords and is just as much fun.	8
• Operation Winback	Action	1	The solid multiplayer mode compensates for the lacklustre solo play.	8
• PaRappa The Rapper 2	Music and rhythm	2	Still cute, but this follow-up does little to improve the original package.	7
• Paris-Dakar Rally	Racing	1	Great durability, but faults will deter some potential rally drivers.	7
• Pool Master	Pool	4	As good as the real thing, minus the dim, smoky surroundings. Best played with a mate.	7
• Portal Runner	3D platformer	2	Unremarkable platformer missing the challenge and originality to lift it past mediocrity.	5
• Pro Evolution Soccer	Soccer	8	<i>Pro Evolution</i> 's PS2 debut is a landmark feat in sports gaming.	10
• Project Eden	Action adventure	4	Compelling futuristic adventure offering challenging and clever puzzles.	7
• Quake III Revolution	First-person shooter	4	Beautiful in its simplicity and looks, but it suffers from a poor frame rate during multiplayer.	8
• Rayman 2: Revolution	Adventure	1	Not quite the 'revolution' we had hoped for, but still good fun.	6
• Rayman M	Party game	4	Decent stab at being a 'wacky multiplayer' but nothing exciting.	7
• Ready 2 Rumble Boxing: Round 2	Boxing	2	A superb-looking beat 'em up with excellent comedy value. Best played in two-player mode.	7
• Red Faction	First-person shooter	2	<i>Red Faction</i> blows its way into your consciousness and provides a thrilling adventure.	8
• Resident Evil: Code Veronica X	Survival horror	1	The best survival horror game yet. Be prepared to be scared.	8
• Rez	Shoot 'em up	1	Way too short, but highly innovative and oozing with style.	7
• Ring Of Red	Strategy	1	It will test your patience. Strategy fans will get a buzz out of it.	7
• Rumble Racing	Arcade racer	2	A fun but flawed racing game that offers high speed excitement.	7
• Shadow Hearts	RPG	1	A lasting and highly entertaining adventure for a more mature palate.	8
• Shaun Palmer's Pro Snowboarder	Snowboarding	2	Not as pretty as <i>Tony Hawk 3</i> or <i>SSX Tricky</i> , but just as fun to play.	9
• Silent Hill 2	Survival horror	1	Another defining moment for the survival horror genre.	8
• Silent Scope	Shoot 'em up	2	<i>Silent Scope</i> is a fun no-brainer that is both addictive and entertaining.	7
• Silent Scope 2: Dark Silhouette	Shoot 'em up	2	Without a dedicated peripheral, this once innovative title sadly fails to impress.	6
• Simpson's Road Rage	Arcade racing	2	Grab a copy of <i>Crazy Taxi</i> and stick with <i>The Simpsons</i> on TV.	6
• Sky Odyssey	Flight simulation	1	Entertaining airborne thrills with a pleasingly different style and pace.	7
• Smuggler's Run	Racing	2	The environments are massive and stretch for kilometres – hilarious racing action.	8
• Smuggler's Run 2: Hostile Territory	Racing	2	If you don't have the first, this is a worthy outlay of your hard-earned.	8
• SpyHunter	Action racing	2	A racing shoot 'em up which emphasises quality over quantity.	7
• SSX	Snowboarding	2	Outrageously fast, gorgeous and fun. Forget the snowboarding stereotypes and hand over your cash.	8
• SSX Tricky	Snowboarding	2	What SSX wanted to be. Big air, blistering speed and outrageous tricks.	8
• Star Wars: Starfighter	Shoot 'em up	2	It doesn't get much better than a good <i>Star Wars</i> game. Superb!	8
• Summoner	RPG	1	Close but no cigar. <i>Summoner</i> is a good RPG let down by some unfortunate flaws.	7
• Sunny Garcia Surfing	Surfing	2	It's not easy, but it's the most accurate depiction of surfing in game form.	8
• Super Bombad Racing	Kart racer	4	A big surprise. Put aside your preconceptions and giggle like a kid.	8
• Super Bust-A-Move	Puzzler	2	Not a big leap forward, but the new elements add spice to an addictive game.	8
• Swing Away Golf	Golf	4	Slick, deep and entertaining – it should please golf fans and the better dressed.	8
• Syphon Filter 3	Action shooter	2	It builds on the earlier titles and adds enough new ideas to keep it fresh.	8
• Tarzan Freeride	Action/platformer	1	Bungee jumping is fun, but overall <i>Tarzan</i> is nothing to yell about.	7
• Tekken Tag Tournament	Beat 'em up	2	Sets a high standard on PlayStation 2 and keeps the <i>Tekken</i> franchise at the top of the tree.	8
• Test Drive Off Road	4WD racing	2	A solid racing game that is addictive. Unfortunately it suffers from a lack of longevity.	7
• The Bouncer	Beat 'em up	4	Disappointing overall, so think long and hard before grabbing this game.	7
• The Italian Job	Racing	8	A lasting challenge jammed full of atmosphere and variety.	8
• The Mummy Returns	Platformer	1	<i>The Mummy Returns</i> looks pretty, but plays poorly. Only for die-hard fans.	6
• Theme Park World	Strategy	1	The scope of the game has grown with the PS2's capabilities – as fun as a roller coaster.	8
• This Is Soccer 2002	Soccer	4	AI niggles don't stop this being the best soccer sim available on the PS2 yet.	8
• Thunderhawk: Operation Phoenix	Arcade	1	Great fun in the short term, but not the deepest title around.	7
• Tiger Woods PGA Tour 2001	Golf	4	Unique swinging controls and top graphics save this brief golfing sim.	8
• Time Crisis II	Arcade action	2	Excellent lightgun game with longer than average longevity.	8
• TimeSplitters	First-person shooter	4	The engrossing multiplayer combat overpowers the competition and demands to be played.	9
• Tokyo Xtreme Racer: Zero	Racing	1	Easily one of the best racers on PS2 – ignore it at your peril.	8
• Tony Hawk's Pro Skater 3	Skateboarding	4	A must-have for PS2 owners this holiday season – don't miss it.	10
• Toonenstein: Dare To Scare	Slideshow adventure	1	Playing <i>Toonenstein</i> will make homework seem like an attractive alternative.	7
• Top Gear: Dare Devil	Racing	2	An alternative to strict racing sims, this has its own fun character and solid graphics.	7
• Twisted Metal: Black	Car combat	4	Wild car-nage on a grand scale. Fast, furious and fun.	8
• Unreal Tournament	First-person shooter	4	Gorgeous levels, great variety and serious guns – a wise purchase.	8
• Victorious Boxers	Boxing	2	Great two-player fun with a solo mode that's deep, if a little frustrating.	7
• Wacky Races	Kart racer	4	It may have a '90s flavour to it, but it's still fun for kart racing fans.	7
• Wild Wild Racing	Racing	2	An enjoyable if slightly repetitive arvo's entertainment – especially with friends.	8
• Wipeout Fusion	Racing	2	A good game that would have been great 12 months ago.	8
• World Destruction League: Thunder Tanx	Action	4	This game offers multiplayer laughs but little for the lone player.	6
• World Destruction League: War Jetz	Action	2	<i>War Jetz</i> is 3DO's new <i>Army Men</i> . Unless you're wealthy and bored, avoid it.	7
• World Rally Championship	Rally driving	2	A classy title that suffers slightly from drawbacks in two-player racing.	8
• Worms World Party	Strategy/action	4	An addictive instalment with intuitive gameplay that rewards repeated play.	8
• WWF SmackDown! Just Bring It	Wrestling	4	The move to PS2 has allowed the <i>WWF</i> series to realise its potential.	8
• Zone Of The Enders	Action	1	Excellent genre-buster. A visual masterpiece but under-developed.	8

FINALISING FINAL FANTASY

With *Final Fantasy XI* on the horizon, it's obvious that Square doesn't have a clue how to wrap up the series. Here's a few of PSM's choice endings.



1. FF XVI: Revenge Of The Chocobo

The placid and oft helpful beast goes rabid, slaughtering every remaining FF character.



2. Final Fantasy: Fist Of Fury

A martial arts RPG blockbuster that sees Tidas die in highly questionable circumstances.



3. Final Destination Fantasy

Spooky tale of a gamer who has chilling visions of the FF series ending – which happens!



4. Final Fantasy XXX

Dodgy Japanese manga and the legendary RPG series merges in a stunning, er, climax.



5. Grand Theft Final Fantasy 3

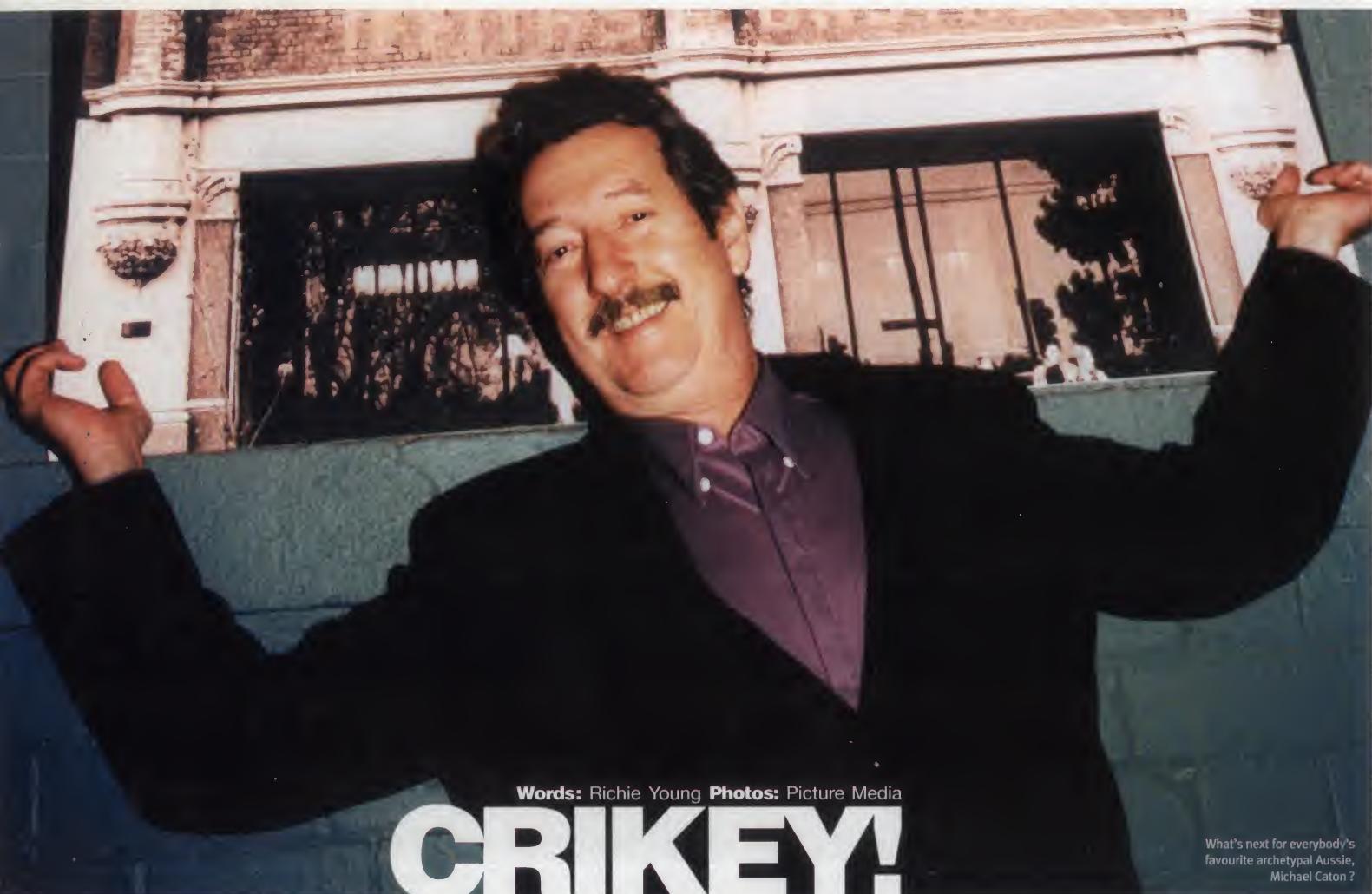
A diverting RPG blast that gets banned in Australia. A real right wing *Final Fantasy*.

SO WHAT DOES "FINAL" MEAN?

Our handy dictionary defines final as "to bring to an end or to completion". So where's Square's definition coming from?

Our closest guess is that *Interminable* ("that which cannot be terminated, unending") *Final Fantasy* just doesn't have the same panache.

Never fret, however, it's hardly the *Army Men* series, it's *Final Fantasy*! If they keep offering stuff the quality of *FFX*, RPG heads will be queuing up for *FFXX* before long!



Words: Richie Young Photos: Picture Media

CRICKET!

What's next for everybody's favourite archetypal Aussie, Michael Caton?

Check out Michael Caton's list of "done that's" and you'll soon realise he's a genuine who's who of Australian entertainment.

Michael Caton has a career that stretches back to the '60s where he first landed a gig in *Homicide*, became somewhat of a heartthrob in *The Sullivans*, found himself in the unforgettable series *Chances* and, of course, his crème de la crème playing that endearing old duffer from *The Castle*, Darryl Kerrigan!

Yep, this bloke sure is on the fast track to national icon status! So how did he end up in the Hollywood machine anyway, getting his mug in *The Animal*? And what was it like?

"Oh mate, it was pretty good fun. They

were a beaut crew. You know they sort of looked after us and I always had the feeling you'd go over there and it's all 'we're so cool'. But it was through *The Castle* again that led to that. It was very, very funny because I didn't even have an agent over there and somehow they tracked me down and so here we are!

"In terms of *The Animal* they were such a lovely crowd, they looked after us and we had a lot of fun making it. You've got to get grounded, though. You can't get used to getting spoilt like the Americans spoil you, mate. Then you come home and it's the real world again!"

Having played both serious and comic roles has put Caton into territory not familiar with most actors and has opened up more opportunities. However, it was only a few years ago that Caton was struggling for work in a depressed local industry. Since local movie making picked up, and he flexed his

prowess in the all-conquering *The Castle*, a body double wouldn't go astray to handle all the projects lined up hoping for Caton's signature. When pressed, Caton chooses comedy as his choice of preference.

"I prefer comedy quite frankly, mate. I reckon you've got to play to your strengths. I mean not that I wouldn't say I wouldn't do a drama or anything like that, I just think comedy is what I'm best at."

And handling life as a walking, talking icon? "Oh look mate, there's all sorts! Sometimes it's through a beer commercial, sometimes it's for *Hot Property*. Everyone knows you through a different avenue. Some people have assumed I'm an authority on real estate, which I can assure you I'm not!"

Ever the archetypal Aussie, PSM thought it appropriate that Caton had spent the previous night partying with the Aussie Davis Cup Team. "Yeah mate, I'm a little bit croaky and rough today! It was the party afterwards, which probably did most of the damage..." he confessed. Oh and if offered a dinner date with either Robert De Niro or Jim Carrey?

"Oh God. I reckon, even though I admire both, Jim Carrey!"



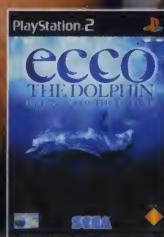
Caton can next be seen in the BBC production, *Dosser and Joe*. Caton describes it as "Black, very straight-faced, black comedy. I think everyone will get a laugh out of it." Columbia TriStar Home Entertainment recently released *The Animal* on DVD locally.

"You can't get used to getting spoilt like the Americans spoil you, mate..."





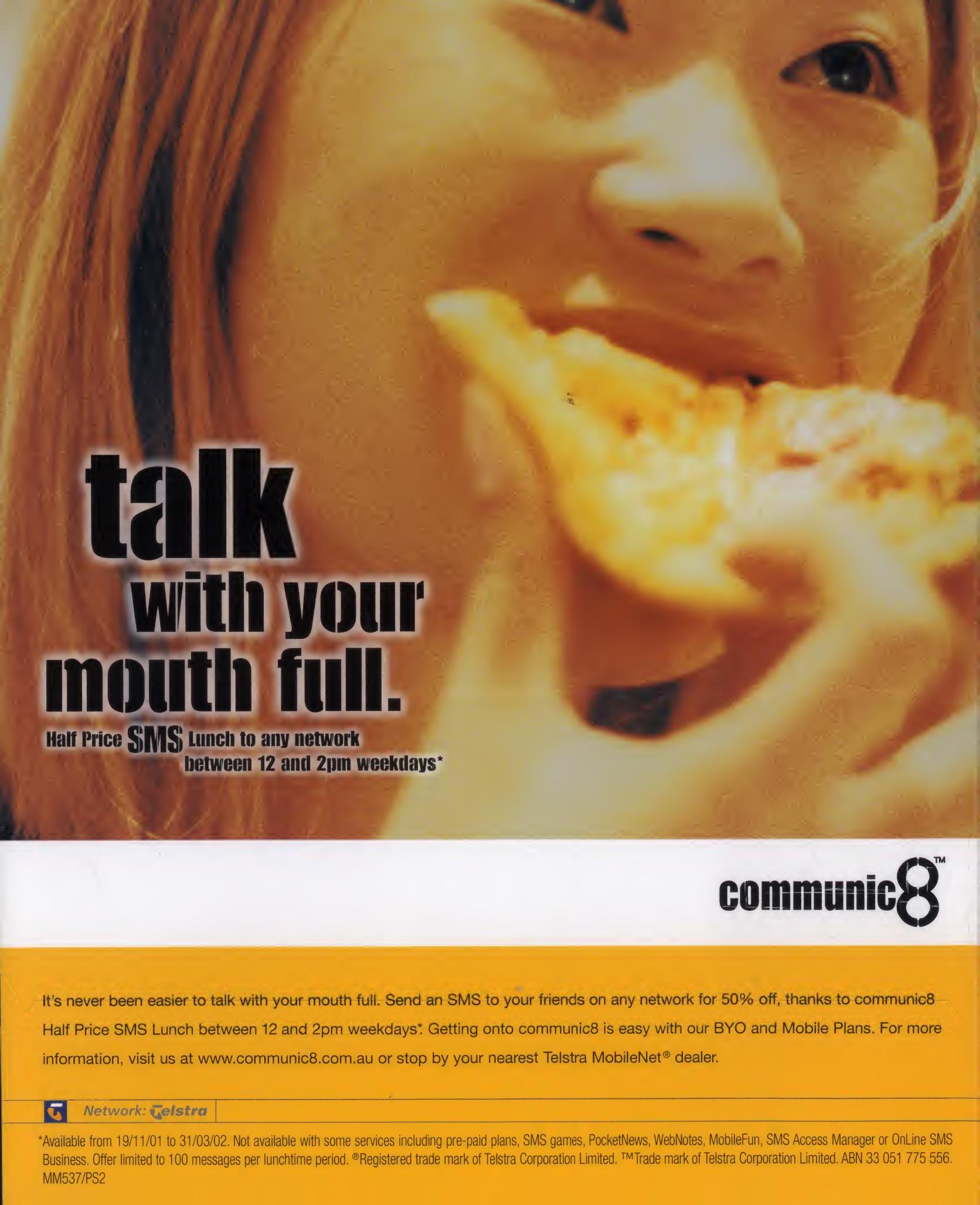
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